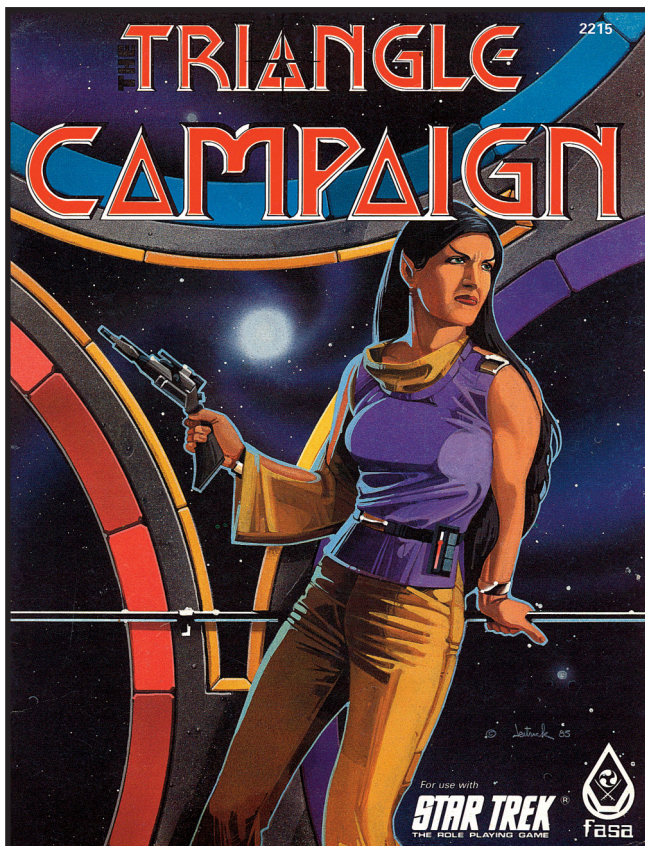


ENTREPRENEURS & PROSPECTORS

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JACKPHOTON. SPACE

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Jack Photon's 40th Fantaversary Revision Gaming Ecosystem

Pdfs may also be found at: "THE INTERNET ARCHIVE".
There, search "*Jack Photon*" or the Book, GM Aid
or Supplement title to find what you need.
<https://archive.org/details/@phantf>

<https://jackphoton.space>

RELEASES AS PLANNED, SPRING 2024.
NOT ALL TITLES MAY BE AVAILABLE AT PRESENT.

RULE BOOKS

- 2023A Book 1: Lifeform Readings
- 2023B Book 2: Piece of the Action
- 2023C Book 3: Memory Bank Alpha
- 2023D Book 4: Balance of Powers
- 2023E Book 5: Memory Bank Omega
- 2023F Book 6: Entrepreneurs & Prospectors



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PLAYER SUPPLEMENTS

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- S13: Adversary Sheets
- S14: STIII ST TAC CBT SIM
- S15: Recognition Manual
- S16: Ship Construction
- S17: UFP Dossier: Space Lanes
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- S22: Sourcebook: Gold Key/Peter Pan/TAS
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- GM 73: Module: (Reserved)
- GM 74: Module: (Reserved)
- GM 75: ...



BIBLIOGRAPHY

TRADER CAPTAINS AND MERCHANT PRINCES

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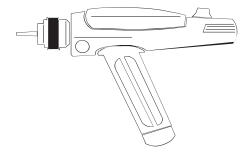
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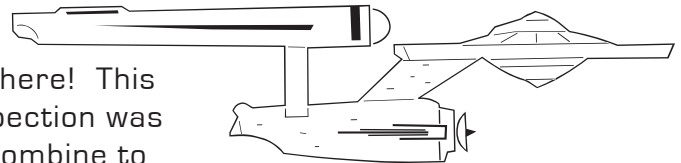
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For more bibliography, see:
Book 2: Piece of the Action
Book 5: Memory Bank Omega



ENDWORD

Ah, the last of the talk words is finally here! This Book caught me by surprise as my expectation was that TC&MP and Space Lanes would combine to a single volume. It was quickly apparent that Space Lanes was equivalent to the SF INT Manuals while TC&MP contained the gritty details. While this here is the lightest of the six rule books, this information is vital to maintaining all of galactic trade!



Space Lanes proper can found in **Supplement 17: UFP Dossier: Space Lanes**. Your Merchant, Trader, Thief, Swindler, Con-Man, Liar or Rogue, can be rolled up in **Book 4: Balance of Powers**. To equip your newly rolled character, refer to **Book 2: Piece of the Action**. Living in Federation space is fully dealt with in **Book 3: Memory Bank Alpha**, whereas Adversarial societies are covered in **Book 5: Memory Bank Omega**. Alternate character sheets are located in **Supplement 13: Adversary Sheets**. Advanced Starship Combat is resolved in **Supplement 14: STIII STCBT/TAC SIM**. Known spaceships are to be found in **Supplement 15: Recognition Manual**. Designing custom ships is all detailed in **Supplement 16: Ship Construction**.

On the facing page I count some 72 titles with approximately ~24 published as of ~this writing. Not bad. While there's still a slog ahead, having these rule sets in place gets everyone running with a solid scatter of materials to gin up a game.

“Sauce for the goose”, Mr. Saavik.”

Gold Key Comics. Peter Pan Records. The Animated Series '74. Phase II/Movie Conversion. PSI Club. NPC Packs. NPC Rosters. GM Screens. Character Sheet Variants. Hex Grids. Bestiary. World Logs. And 20-plus Modules!

Are you One, Herbert?

-Jack Photon, 2024



Errata

Additional Skill Notations

APPRAISAL (VALUE ESTIMATION)

This skill gives the ability to determine, by examination, the relative value of trade items. Specific knowledge about value can be taught, but general expertise in the area must be gained through experience.

This skill does not provide more than very general knowledge of the value of specialty items like unusual jewels or fine wines, nor does it give the exact monetary value of any specific item. Such knowledge would be covered by a specialty skill. The exercise of this skill instead provides a general idea of the relative value of a type of item, allowing one to tell valuable collectibles from worthless junk, good wine from bad, real diamonds from paste replicas, etc. It also allows a character to get a general idea of how much of a given item is a fair trade for a given amount of another item—a useful ability in barter. Also, this skill enables a trader to estimate the worth of a cargo when carried to a planet with which he is familiar.

Judging Skill Use

Gamemasters must not allow characters to misuse this skill to obtain specific values of specialty items like gems and rare artworks. The result of a successful skill roll against *Value Estimation* should reveal only a relative idea of worth, or detect the fact that the item in question is a less-valuable commodity that only resembles a valuable item. Specific value determination would be determined by averaging this Skill Rating with that of the appropriate *Trivia* skill, such as *Gems* or *Wines And Liquors*.

For example, a successful *Value Estimation* roll applied to a ring might reveal that the 'diamond' set in the ring was glass and the 'gold' band was actually only gold-plated. If the diamond were real (and large) and the gold 24-carat, however, the character would only be told that the ring "appears to be very valuable". If the ring were an antique, worth more than the stone's quality and gold content might indicate, the character making a successful roll against the *Value Estimation* skill would be told by the gamemaster that the ring "looks like it might be a valuable antique". He would *not* be told that the ring is a part of the ancient Terran Crown Jewels of England unless he had an appropriate *Trivia* skill and made a skill roll against the average of *that* Skill Rating with the Rating in *Value Estimation*.

When a character is demonstrably familiar with the relative costs of items, such as a cargo he has just purchased on one planet and is taking to another planet with which he is also familiar, *Value Estimation* may reveal more specific information. In such a case, the character would be told that "a cargo like that would have netted you close to 2000 credits per SCU last time you were on Leifsbane" (or whatever figure is appropriate). Of course, the situation on Leifsbane may have *changed* while the character has been elsewhere. Generally speaking, however, the information given to characters about known cargoes in known ports should be within 25 percent of the real figures.

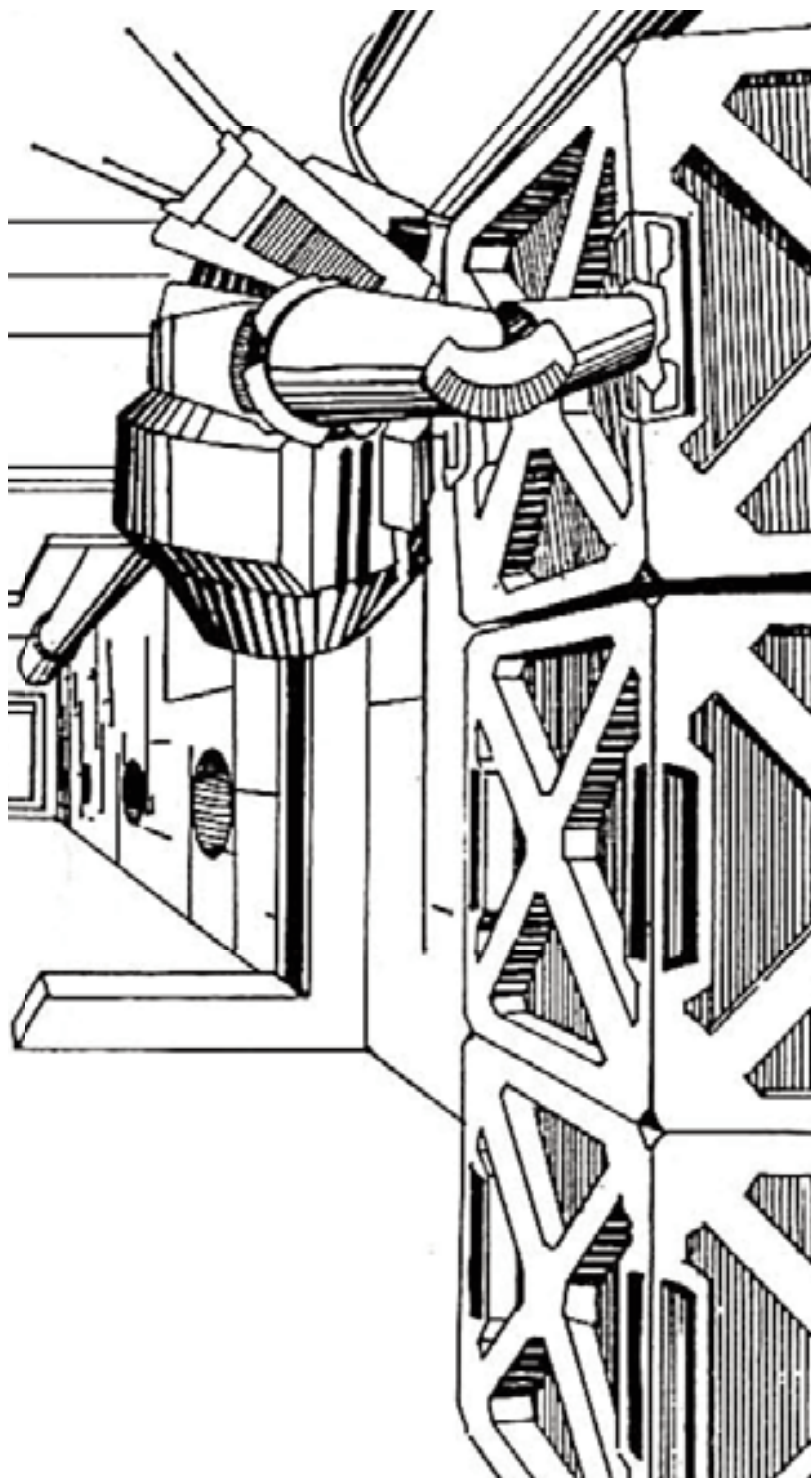
TRADE AND COMMERCE

This skill applies to buying and selling commodities on the open market, especially including interstellar commerce. The basic techniques and facts behind this trade may be taught in academies, apprenticeship programs, and on the job. Advanced skill, however, is best learned by experience.

Skill in this area will affect success in attempts to sell a cargo (and the price obtained), to complete a trade agreement with a new culture, or to negotiate a favorable transport contract. It also will influence the ability to locate a cargo-for-hire that is available for contract transport, or to move more goods in an area of limited demand.

Judging Skill Use

Game systems for using this skill are explained within the appropriate rules sections. Consult the **Judging Trade** chapter.



This page properly belongs in **Book 3: Memory Bank Alpha**. Perhaps one day it will move there. For now, it resides here.

GUIDE TO SERVICES

This section provides average costs and prices in Federation credits for common services and intangibles that traders will find useful in the course of their travels. The prices given are average retail prices one would expect to pay on an urbanized planet such as Terra or Andor.

Prices should be adjusted according to the local situation. Starport prices will often be up to 50 percent higher than listed. Services requiring sophisticated technical equipment will be from 50 to 100 percent higher on a non-urbanized, non-technical world. Agricultural services will be 25 to 50 percent higher on worlds where agriculture is inhibited by local conditions.

LODGING

Many lodging establishments are highly automated, even the more run-down businesses. The higher-quality hotels have automated check-in via personal transactor, and automated bellboys, which are basically carts with an electronic homing device to follow the room key-pad given the customer at check-in time. This key-pad unlocks and locks the room, allows the customer to order room service, and even controls the room's lighting and air conditioning. The middle-quality hotels provide a mixture of the old and the new. The low-quality establishments also provide a mixture, using a human desk clerk alongside obsolete, worn-down equipment sold long ago by the better hotels.

HOTEL RATES

High Quality, per Day	22 – 100 Cr
Medium Quality, per Day	10 – 28 Cr
Low Quality, per Day	6 – 15 Cr

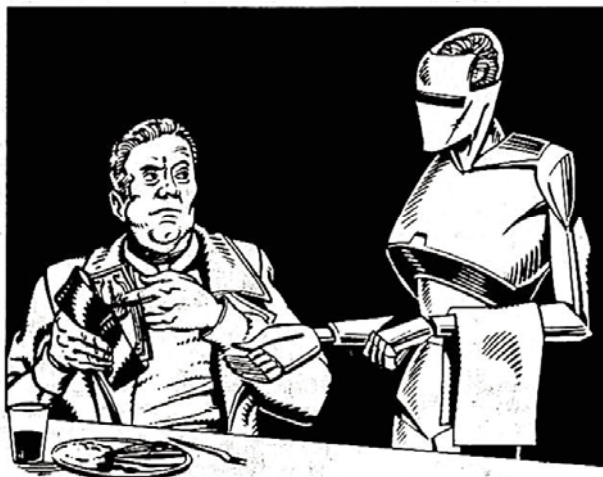


FOOD

Food establishments are the direct opposite of lodging establishments. Cheaper facilities (fast-food) are almost always entirely automated. Orders are entered into a keypad, food is paid for by ID card, and the order pops out of a fabricator. The higher-priced restaurants are at the other end of the spectrum, with beings doing everything from waiting tables to doing the cooking. The higher the price, the more often food is being fixed without the aid of a processor.

FOOD SERVICE COSTS

High-Quality Restaurant, per Meal	18 – 80 Cr
Medium-Quality Restaurant, per Meal	18 – 26 Cr
Low-Quality (Cafeteria), per Meal	2 – 20 Cr
Fast Food (Totally Synthesized)	1 – 7 Cr
Alcoholic Beverage, Night Club	2 – 25 Cr
Alcoholic Beverage, Corner Bar	1 – 6 Cr
Saurian Brandy, Liter	30 Cr
Antarian Brandy, Liter	15 Cr
Earth Scotch, Liter	35 Cr
Romulan Ale, Liter	100+ Cr



TRAVEL

Mass transit is the mode of travel on most planets, with monorail systems favored by the high-technology worlds. Transportation is provided on lower technology planets by the older-style taxis.

TRAVEL COSTS

Limousine, per km	2 Cr
Taxi, per km	1 Cr
Mass Transit, per km	.1 Cr

OTHER SERVICES

Other services are available by the thousands. Below are sample prices that might be expected on the average urbanized Federation planet.

MISCELLANEOUS SERVICE COSTS

Night Club Act	1 – 5 Cr
Play or Show	4 – 22 Cr
Movie Admission	2 – 7 Cr
Spican Flame Gems	10 – 50 Cr
Antarian Glow Water, 25 ml	10 Cr
Tribble	10 Cr

FINANCING THE TRADER

Each trader character will start the game with a sum of money, representing the amount he was able to save over the years. From this savings, the character will need to purchase any major equipment he desires. The remainder will determine how much cargo he may buy and what type of work he may have to seek as the game begins.

STARTING SAVINGS

The starting savings a character has are based on his position in the game. If, as may well be likely, he is an employee of someone else, his savings will be based primarily upon his UFP/ITA Merchant Pay Grade classification. This will be modified by the character's background. If his position is not as an employee, his starting savings will be modified by his education and his position in the campaign. Characters who have purchased a ship are likely to have less money than those who have not, and characters in higher-paying jobs are likely to have saved more than those who are still low-paid crewmen.

FINDING THE PAY GRADE

Pay Grade Classifications

The UFP/ITA Pay Grades are based upon the skill ratings in one or more pertinent skills. The table below lists the skills used for each job specialty.

UFP/ITA MERCHANT PAY GRADE CLASSIFICATIONS		
Specialty	Job Title	Controlling Skills
Engineering	Engineer	<i>Astronautics</i> and one Engineering Specialty
Helm/Navigation	Pilot/Navigator	<i>Helm Operations</i> and <i>Astrogation</i>
Financial/Clerical	Clerk/Steward	<i>Administration</i> and <i>Trade/Commerce</i>
Security	Security	<i>Security Procedures</i>
Comm/Tech	Comm/Tech	<i>Communication Systems</i> and <i>Operation and Damage Control Procedures</i>
Sciences	Scientist/Researcher	Any two Science Specialties
Medical	Medic	<i>General Medicine</i>

Determining Pay Grade

To find the character's pay grade, average the controlling skill ratings listed in the table above for his specialty. Thus, a Comm/Tech character would average his Skill Ratings in *Communication Systems*, *Operation and Damage Control Procedures*. Then, using the definitions given in the Pay Grades Table, determine the character's pay grade. In Pay Grades 1 through 5, the skill or skills of the character's specialization are the only controlling factors in determining the pay grade. In Pay Grades 6 through 8, these must be augmented by some directive skills such as *Leadership*, *Administration* and *Instruction* as well.

The following are general examples of several common positions in various job classifications at each pay grade. Remember that these are minimum requirements, as recommended by the UFP/ITA, and are general guidelines only.

ENGINEERING

Job Description	Pay Grade
Maintenance Assistant	0
Maintenance Technician	3
Engineer's Mate	4
Ship's Engineer (ship with less than 10 crew)	4
Assistant Chief Engineer	5
Chief Engineer	6
Fleet Engineer	7
Star Vessel Design Specialist	7

HELM/NAVIGATION

Job Description	Pay Grade
Chart Clerk	2
Chartsman	3
Assistant Navigator/Helmsman (standing watches)	4
Ship's Navigator/Pilot (ship with less than 10 crew)	4
Assistant Chief Navigator/Helmsman	5
Chief Navigator/Helmsman	6

FINANCIAL/CLERICAL

Job Description	Pay Grade
Steward's Mate	2
Clerical Assistant/Yeoman	3
Assistant Chief Steward	3
Chief Steward/Senior Yeoman	4
Assistant Finance Officer	5
Assistant Cargomaster	6
Finance Officer/Cargomaster	6
Chief of Corporate Finance (mid-sized corporation)	7

SECURITY

Job Description	Pay Grade
Assistant Watchman/Jailer (supervised)	1
Night Watchman/Jailer	3
Ship's Security Mate	4
Ship's Securityman (ship of less than 10 crew)	4
Assistant Security Chief	5
Security Chief (shipboard)	6
Corporate Security Chief (mid-sized corporation)	7

COMMUNICATIONS/TECHNICAL

Job Description	Pay Grade
Dispatcher (ground vehicles)	2
Communications Tech	3
Communications Specialist (watch officer in space)	4
Assistant Chief Communications Officer	5
Chief Communications Officer	6

SCIENCES

Job Description	Pay Grade
Lab Assistant	1
Lab Technician	3
Assistant Lab Manager	4
Lab Manager	5
Sciences Specialist/Research Assistant	5
Sub-department Chief (one branch of science)	6
Science Officer/Researcher	6
Chief of Research (mid-sized corporation)	7

MEDICAL

Job Description	Pay Grade
Lab Assistant	1
Lab Technician	3
Paramedic	3
Nurse	4
Chief Nurse/Surgical Nurse	5
Doctor (M.D.)	6
Chief Surgeon/Medical Researcher	7

PAY GRADES

Pay Grade Definition

- GRADE 0** Untrained, No specialty specified
Useful as untrained labor. This is the starting level for characters entering character creation as base-level labor, although these characters may start at a higher level if they qualify.
- GRADE 1** Minimal training
Training probably gleaned from working with trained personnel. The Grade 1 character has an average skill rating of 1 to 5 in his controlling specialty skills. The character is useful as an untrained helper with some familiarity with the terminology and parameters of the field.
- GRADE 2** Limited Training
Training gained from working with trained personnel. This character has an average skill rating of 6 to 9 in his controlling specialty skills. He can be useful to take readings and perform basic, non-diagnostic maintenance work.
- GRADE 3** Basic Training
Training gained on the job or as an apprentice. The character has an average skill rating of 10 to 19 in his controlling specialty skills. He is able to perform routine work in his specialty, do well-defined diagnostics, and provide normal maintenance support.
This is the minimum level for graduation from approved apprentice programs. The character is entitled to the designation TMS (Trained Merchant Specialist) after his name.
- GRADE 4** Advanced Training
Training gained in part on the job but mostly under trained tutelage or in school. The character has an average skill rating of 20 to 29 in his controlling specialty skills. He is able to perform routine tasks in his specialty with no difficulty, do non-critical diagnostics, and master basic techniques of the field.
This is the minimum grade for department head positions in departments with less than 10 persons. It is also the minimum level for graduation from approved Merchant Academy programs.

Pay Grade Definition

- GRADE 5** Operational Expertise
Training gained mostly under trained tutelage or in school. The character has an average Skill Rating of 30 to 39 in his controlling specialty skills. He can perform all normal defined jobs and make reasonable progress in understanding theory or handling unusual situations based on experience.
This is the minimum grade for department head positions in departments with from 10 to 49 persons.
- GRADE 6** Professional Expertise
Training gained mostly in school and by experience. The character has an average Skill Rating of 40 to 59 in his controlling specialty skills and an average skill rating of 10 to 14 in directive skills. The character is able to direct teams in professional operations, is experienced in theory and practice of specialty, and is capable of original conceptualization of basic techniques.
This is the minimum grade for major department head in departments with 50 persons or more.
- GRADE 7** Advanced Expertise
Training gained in school and through extensive professional experience. The character has an average skill rating of 60 to 79 in his controlling specialty skills, and an average skill rating of 15 to 24 in directive skills. He can direct teams in professional operations of a technical nature and in theoretical development, and is capable of advanced development of techniques and theory.
- GRADE 8** Master Level Expertise
Training gained in advanced schooling, research, and through extensive professional experience. The character has an average skill rating above 79 in his controlling specialty skills, and an average skill rating above 24 in directive skills. He is able to direct teams in advanced operations of major importance or in original research and development of new techniques or theory, and he is capable of major advances in technique or theory.
The character is entitled to the designation MMS (Master Merchant Specialist) after his name.

Beyond pay grade 8, MMS, no further grades are defined. Those with even greater skill will negotiate their salaries and compensation on a case-by-case basis.

BASE YEARLY SAVINGS

To find the Base Yearly Savings for the character on the following table, first look for the character's position as a trader. The table has the same divisions as the table used to determine the number of years served in the **Pre-Campaign Experience** section of the character training

Fleet Owner/Merchant Prince

Owning 2 ships	20,000 Cr
Per additional 2 ships	20,000 Cr
Running major corporation planetside	18,000 Cr

Self-Employed Character

Merchant captain with own ship	3,500 Cr
No payments yet made on ship	+ 2,000 Cr
Some payments made, but less than half	+ 1000 Cr
More than half payments made, but not all	No modifier
Small ship requiring fewer than 5 crew	+ 1000 Cr

Planetside Merchant/Trader

With large established business	6000 Cr
With small established business	2000 Cr
Freelance (no establishment)	3000 Cr

Independent Service Professions

<i>(Investigator, Bodyguard)</i>	
Based aboard own ship	Treat as Merchant Captain above
Based aboard ship of another	2800 Cr
Based planetside	2500 Cr

Character Employed By Others

Pay Grade 0	1500 Cr
Pay Grade 1	1650 Cr
Pay Grade 2	1900 Cr
Pay Grade 3	2600 Cr
Pay Grade 4	3500 Cr
Pay Grade 5	4300 Cr
Pay Grade 6	5100 Cr
Pay Grade 7	6000 Cr
Pay Grade 8	6900 Cr
Merchant Captain	+ 2000 Cr
Merchant 1st Officer	+ 1500 Cr
Merchant Ship Department Head	+ 1200 Cr
Merchant Ship Secondary Officer	+ 1000 Cr
Minor Merchant Crewman	No modifier
Planetside Top Management Position	+ 2500 Cr, 8000 Cr minimum
Planetside Middle Management	+ 1500 Cr, 5000 Cr minimum
Planetside Functionary	+ 500 Cr
Service Profession Under Contract	+ 1000 Cr

Background Modifiers

Disadvantaged background	- 1000 Cr
Privileged background	+ 1000 Cr
Academy graduate	- 1000 Cr
Apprentice graduate	No modifier
Base-level lane	+ 200 Cr per year in base-level training

If the modified Base Yearly Savings is less than 500 credits, set it at 500 credits.

AVERAGE YEARLY SAVINGS

The Base Yearly Savings is the *maximum* one would be likely to have saved in an average year. Some have better success than others, however, due to circumstances that are unpredictably random. A business setback, bad investments, lengthy illness, gambling losses, and a thousand other mischances can eat up a character's savings. Thus, the *actual* savings of a character must be calculated.

The Savings Divisor is a random number that will be divided into the Base Yearly Savings to determine the average amount of savings per year that the character was *actually* able to put away.

Determining The Savings Divisor

To determine the Savings Divisor, roll 1D10 and divide by two, rounding down, with a minimum result of 1. Apply the pertinent modifiers from the table below to determine the final Savings Divisor.

SAVINGS DIVISOR MODIFIERS

For Attributes:

LUC 70+	-1
LUC 25 or less	+1
INT 70+	-1

For Skills:

Gaming 50+	-1
Trade and Commerce 40 – 69	-1
Trade and Commerce 70+	-2
Value Estimation 40+	-1

If the final result is less than 1, it becomes 1. If the final result is greater than 5, it becomes 5.

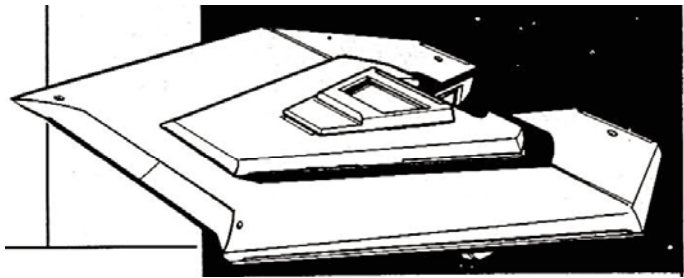
Calculating Average Yearly Savings

To figure the Average Yearly Savings, divide the Base Yearly Savings by the Savings Divisor. Drop any fractions of a credit or division remainder. The result is the *average* amount of money saved by the character in one year of service.

GROSS SAVINGS

Count up the number of years the character has worked as a ticketed merchant spaceman (or planetside equivalent) before the game begins. Do *not* count time spent in a merchant academy, an apprentice program, base-level labor, or command training. If the character has been in Star Fleet, add 1 to the total for every *two* years spent in Star Fleet as an officer and/or 1 for every *four* years spent as an NCO or enlisted man. Do not include time spent in Star Fleet Academy or any training program.

Take the result and multiply it by the Average Yearly Savings. This will give the Gross Savings for the character at the start of the game.

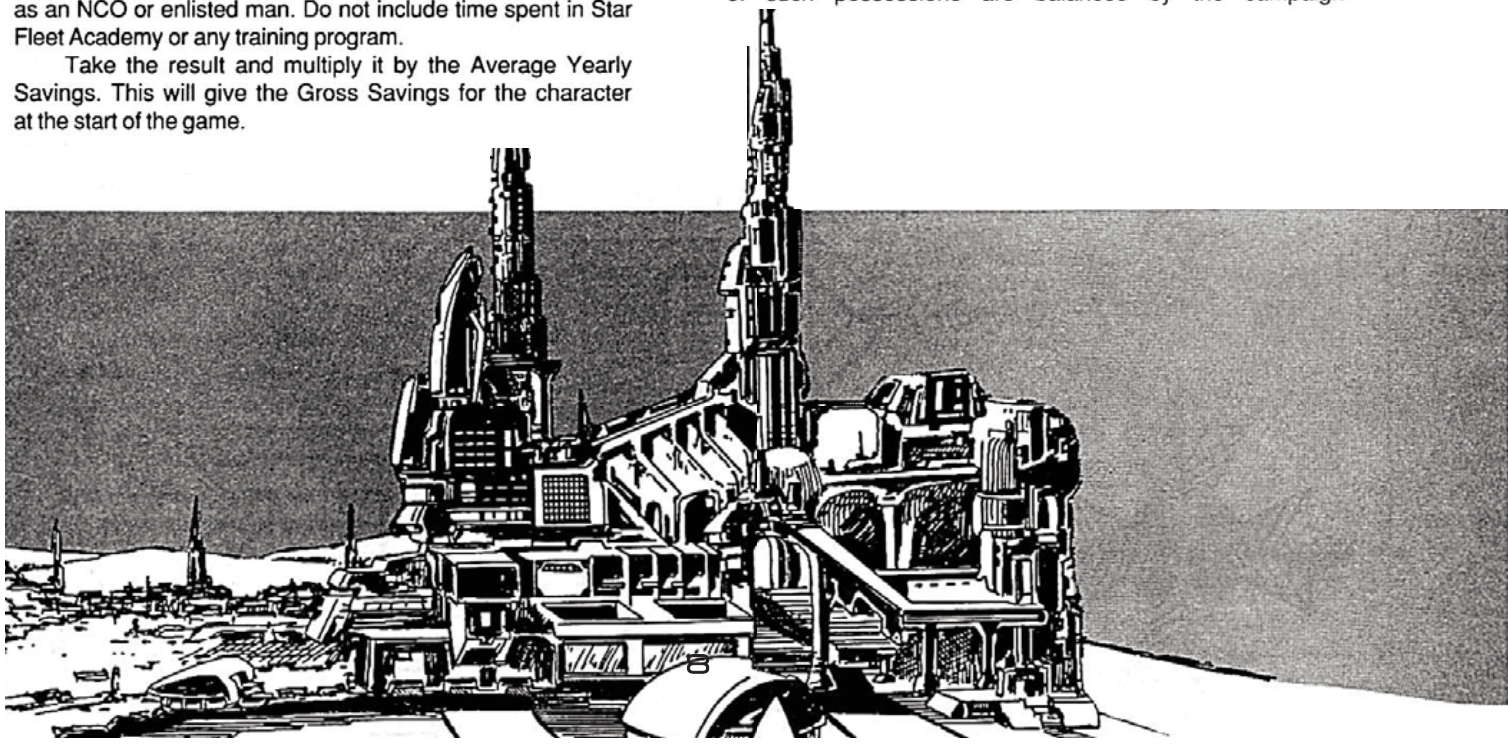


STARTING CASH

If a character starts the game with major items of hardware, see the following equipment cost tables and deduct the amounts from his Gross Savings before beginning play. Major items include weapons, vehicles, personal equipment (such as tricorders and communicators), and the like.

The cost of a ship does not subtract from the Starting Savings. Furthermore, the cost of *normal* items that are considered part of the ship's equipment is not deducted. For instance, tables, chairs, food processing equipment, normal tools, moderate amounts of medical supplies for the sick bay, and one environmental suit per passenger would be considered normal ship's equipment. Weapons and vehicles are never part of ship's equipment unless the ship normally comes equipped with a shuttle or ship's boat as part of the basic design parameters. Hand-held specialty equipment such as tricorders and communicators are not considered part of ship's equipment, but such things as moderate amounts of repair parts, ship uniforms, and the like *would* be allowable. All characters start with two basic suits of clothes suitable to their station, and two ship's uniforms, if they are starting the game as part of a ship's crew.

The gamemaster may wish to allow the characters to have certain types of personal items at no cost if the items are natural and normal for the character's role, and/or have interesting campaign possibilities and help to develop the character's personality or background. For instance, a character that is developed as a streetwise rogue who skirts the ragged edge of the law in some of his dealings might be allowed to have (at no cost) several pieces of false ID he has picked up during his checkered career. The advantages of such possessions are balanced by the campaign



possibilities they offer. After all, having false ID implies that they have been used from time to time, and that the character might *need* to use them because he is wanted for questioning in several places. As another example, a character who is a financial whiz might own an elaborate personal computer (costing perhaps over 1000 credits normally) that the gamemaster does not charge against him because it is reasonable and normal for the character to have such an item. It is also a valuable "prop" for developing the character as he stops to calculate odds or look up an obscure reference in a databank every time the opportunity arises.

If he chooses, a character who is still paying off a ship may also take some of his Gross Savings to make some of those payments before the game begins.

All that is left after paying for starting equipment and making early ship payments, is the character's Starting Cash. This amount of money is available to the character on account at the beginning of the game, and should be recorded under *Credits On Account* on the Character Data Record.



PAY

Not really part of equipping the trader character, this section does tie into the cost of goods, however. As the noted 20th-century economist C. Northcote Parkinson put it in his First Law, "Expenditures rise to meet the income", sometimes paraphrased as "You have to save up for these jobs."

DETERMINING PAY

First, consult the table below to determine the base pay for the pay grade of the character. Then, apply any modifiers that pertain.

BASE PAY RATES FOR UFP/ITA PAY GRADES	
Grade	Pay Per Month
Grade 0	125 Cr
Grade 1	150 Cr
Grade 2	200 Cr
Grade 3	400 Cr
Grade 4	600 Cr
Grade 5	700 Cr
Grade 6	800 Cr
Grade 7	1000 Cr
Grade 8	1200 Cr

MODIFIERS ADDING TO BASE PAY	
Officers	
(Scientists, Watch Officers, Bridge Crew, Security Chief)	+ 300 Cr
Department Heads	
(Chief Engineer, Science Officer)	+ 400 Cr
Chief Medical Officer	+ 500 Cr
First Officer	+ 550 Cr
Captain	+ 600 Cr
Fleet Captain	
(in charge of several vessels)	+1000 Cr
Captain's Purchasing Bonus	
(Captain buys cargoes)	+ 200 Cr

STAR FLEET PAY

Although Star Fleet pay grades seem rather low in comparison to other possible incomes, the pay is actually quite reasonable. The Pay Grades given in the table are money paid in addition to the room and board for which characters would otherwise have to pay.

STAR FLEET PAY GRADES	
Rank	Pay/month
Admiral	4800 Cr
Commodore	4000 Cr
Captain	3400 Cr
Commander	2800 Cr
Lieutenant Commander	2400 Cr
Lieutenant	2000 Cr
Lieutenant, junior grade	1800 Cr
Ensign	1600 Cr
Cadet or Midshipman	400 Cr
Chief Warrant Officer	1400 Cr
Warrant Officer	1300 Cr
Master Chief Petty Officer	1400 Cr
Senior Chief Petty Officer	1000 Cr
Chief Petty Officer	900 Cr
Petty Officer 1st Class	700 Cr
Petty Officer 2nd Class	600 Cr
Enlisted 1st Class	500 Cr
Enlisted 2nd Class	400 Cr
Recruit	400 Cr

Hazardous Duty Pay

Hazardous Duty Pay of an additional 20 percent above pay grade is paid to all serving aboard military vessels in active battle during wartime, border post personnel, special missions groups, and personnel serving aboard *Constitution Class* (earlier) or *Enterprise Class* (later) vessels at all times. This bonus may be paid for other hazardous duty assignments at the discretion of the gamemaster.

Retirement Pay

Retirement pay is one-half the last pay grade and is paid to personnel above the rank of Master Chief Petty Officer after 15 years or more of active service. One-fourth the last pay grade received is available to all petty officers after 15 years, or above Master Chief Petty Officer after 10 years.

Portside Pay

There are a large number of jobs available at many starports. Some are civic duties, while most are either heavy labor or odd jobs picked up here and there. All pay rates given here are per month, although they will probably not be paid once per month. If the job pays on the 15th and 30th, for example, divide the monthly pay by two. The list is provided for informational purposes, and might be useful to characters desiring to make a bribe.

PAY FOR PORTSIDE JOBS	
Job	Pay/month
Bank Teller	950 Cr
Cab Driver	800 Cr
Cargo Handler	1550 Cr
Factory Labor	2400 Cr
News Reporter, Local	1800 Cr
Lab Technician	1550 Cr
Private Security Guard	100 Cr
Retail Clerk	800 Cr
Sanitation Worker	1150 Cr
Tourist Guide	1000 Cr
Waiter/Waitress	800 Cr
UFP/ITA Information Clerk	950 Cr

TRADE

Once the trader characters have been created, it is time to put them to work. They have several options available to them, including hiring into a trading company or shipping line, going out solo, or teaming up with other characters and forming their own trading companies. Each of these options can present interesting game situations.

The solo trader can be role played, but is usually best used as an NPC. The solitary trader can be interesting, but has usually been trading for a long time. He may have built up enough capital to buy a starship, and can generally do as he pleases. If a player is playing this character, see the **Independent Trade** section for the systems and mechanics of trade operations.

Several player characters may want to team up together and form their own trading company or shipping line. It is possible to start a trader campaign in this fashion if the player characters pool their starting money to buy a ship and form their company. The **Independent Trade** section will also be useful for this type of campaign.

The final possibility is that the players will want to hire into a trading company or shipping line. This is the least risky way to get started in the universe of trading, but is generally not as profitable a method.

Name: SHUVINAALJIS WARP TECHNOLOGIES, INC.

UFPS Symbol: Shvalj

Home Office Location: Shuridar, Vulcan

President/CEO: Sintar

Chartering Organization: Securities and Exchange Commission

Founding Date: 1/1209.9

Principal Divisions

Division Name: Shuvinaaljiss Warp Drives

Division Head: Urden Victa

Chief Product: Warp Engine Construction

Division Name: Shuvinaaljiss Developments

Division Head: Tirez

Chief Product: Long Range Shuttle Craft

Stock Profile: 1D50

Price/Date: 112.75 Cr on 2/2306.01

Dividend: 33.55 Cr

Balance Sheet, Year Ended: 2/2301

Cash:	Assets:	Liabilities:	Ratio:
489 BCr	5,689 BCr	345 BCr	16.48



CORPORATE TRADE

CREATING CORPORATIONS

In setting up the corporation for which the player characters will work, the gamemaster must decide several things. He needs to decide on the company's size, the player characters' positions in it, the territory that the company will cover, and the type of company it will be. Once he has done these things, he needs to create the details about the company, such as its name, the name of its president or CEO, the divisions it has, and the details of its financial situation. All of this information should be recorded on a Corporate Profile.

In the **Players' Book**, several example corporations are given. The gamemaster is urged to use these and those found in FASA's **The Triangle** and **The Triangle Campaign** supplements as examples. The universe is a large and profitable place, and the companies and corporations in that universe should reflect this fact.

Name: LEEPER-FELL UNIVERSAL, LTD.

UFPS Symbol: LFUnv

Home Office Location: Tritium, Sol IV

President/CEO: Tristan Leeper II and Aurora Fell

Chartering Organization: Securities and Exchange Commission

Founding Date: 1/2703.04

Principal Divisions:

Division Name: Leeper-Fell Importations

Division Head: Federico Comstock

Chief Product: Multi-System Commercial Imports

Division Name: Leeper-Fell Exportations

Division Head: B'rintrae

Chief Product: Multi-Systems Commercial Exports

Division Name: Leeper-Fell Engine Dynamics

Division Head: Dr. Tamara Uvanca

Chief Product: Warp Engine Components

Division Name: Leeper-Fell Shielding

Division Head: Dr. Randolph Merriweather III

Chief Product: Force-Field Defense Systems

Division Name: Leeper-Fell Terraforming

Division Head: Dr. Sara Undara

Chief Product: Planetary Terraforming

Stock Profile: 1C24

Price/Date: 39.75 Cr on 2/2306.01

Dividend: None

Balance Sheet, Year Ending: 2/2301

Cash:	Assets:	Liabilities:	Ratio:
92 MCr	889 BCr	212 BCr	4.17



Size

The first decision the gamemaster must make is just how large the company will be, and where the player characters will fit into it. If the characters are supposed to be small cogs in the corporate machine, the company will have to be a large one. If, on the other hand, the characters are designed to be important, the company can be fairly small. This decision is a purely personal one and will reflect the impact the characters have on the company as a whole and the relative power they have in the organization.

Type

The second thing the gamemaster will have to decide is just what the company will be. Although trading companies and shipping lines have similar functions, they are actually quite different. Obviously, both move cargo from one place to another. Both use people and starships to move that cargo. And both make a profit from that cargo movement. But that is where the similarities end.

A trading company buys and sells cargos to make a profit, whereas a shipping company simply hauls other people's cargos from one place to another for a fee. This seems like a small distinction, but the difference is very important. Of the two, trading companies stand the best chance of making huge profits, but they also stand the best chance of going bankrupt. Shipping lines, on the other hand, do not yield huge profits, but have the advantage of stability.

Territory Covered

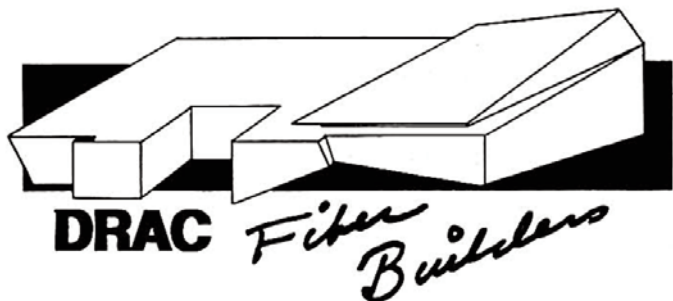
If the corporation is a trading company, it will have to cover more territory than if it is a shipping line. This territory can either be mapped out (see **Adventure Preparation**) or may be placed within a previously prepared area such as The Triangle.

Corporate Data

Once the territory, size, and general nature of the company has been decided, the other data may be created and filled in (see the **Corporation Profile Form**). The company's name should be decided upon and written into the form. Stock profile information, including the UFPSE Symbol, Stock Profile, and price and dividend can be left blank for now; see **Judging Finance And Investments**, p. 104.

Most of the rest of the information on the form is "made-up" information. The gamemaster should fill in the location of the home office, the Chief Executive Officer (CEO) or President's name, chartering Organization (Federation, Affiliation of Outer Free Worlds, etc.), and the date that the corporation was founded.

If the company has any smaller subsidiaries, the names of these subsidiaries and the person who heads them up should be written into the spaces labeled Division Name and Division Head. The division's chief product or service (such as inter-world shipping) should be written into the space labeled Chief Product. There may often be two or more divisions to a corporation, and all of these should be recorded. The gamemaster is urged to be as creative as possible when designing these divisions.



Balance Sheet

The last piece of information to fill in is the balance sheet. This has four columns, labeled Cash, Assets, Liabilities, and Ratio. *Cash* simply refers to the cash on hand for a given year. Obviously, the larger the company, the larger the amount of cash on hand. These numbers are usually given in MCr (Mega-Credits or millions of Credits). If the gamemaster wishes the company to be a large and prosperous one, this number may be over 100 MCr. If it is a smaller, less profitable company, the number may be less than 10 MCr. The actual amount may be generated in any fashion that the gamemaster wishes.

The second column, *Assets*, is the amount of property that the company owns, and also includes the cash on hand from the previous column. If the company is a trading or shipping company, this number should always be larger than the total value of any ships owned.

The third column, *Liabilities*, represents the amount of debt that the company owes. The fourth column, *Ratio*, is the Assets divided by the Liabilities. If this number is larger than 1, the company is doing well, while if the number is less than 1, the company is actually spending more money than it has. Incidentally, this is not an uncommon condition if it does not last very long. If the Ratio stays below 1 for very long, however, the company could be in deep trouble. Likewise, the larger the Ratio, the better the company is doing.

The gamemaster should select these numbers to reflect what he wants the company to be. If he wants it to be large and thriving, the Cash and Assets should be rather large, and the Ratio higher than 1. (This means that the Assets should be larger than the Liabilities.) If the company is to be small and in trouble, the Cash and Assets should be lower, and the Ratio less than 1.

The Business Summary is the last item in the Profile. This is simply a brief description of what the company is and what it does. This summary can be as simple or as complex as the gamemaster desires.

RUNNING THE CORPORATE BUREAUCRACY

Once the characters are established in a corporate setting, they will have to justify their existence within that company. If the player characters are employed by a small trading company, they will simply be expected to transport the cargoes that the company's buyers have purchased to pre-arranged destinations. If the company is a small one, they will be supplied with a ship and starting capital, and will be expected to show a profit for their ship every month, but will be on their own. In this case, see **Independent Trade**, p. 49. All proceeds will be turned over to the company, and the traders will be paid a monthly salary. If the characters have to make all the arrangements, they will usually be paid more than if they are simply starship drivers.

Life is actually easier for the employees of a shipping line. These characters simply deliver the assigned cargo to the pre-arranged destination, and then check in with their local representative to find out where the next cargo is to be picked up. In a large shipping company, there may actually be a local office for that company at the spaceport, while smaller companies will contract with special brokers who will set up cargoes to be shipped. Shipping companies will always try to have the ship's hold full if at all possible.

HIRING

More often than not, the characters will start the campaign as company employees already. There are times when a group of characters will want to move from one company to another, and sometimes the gamemaster will need to add a character to the campaign. This is where corporate hiring comes in.

When a job opening appears, companies have many ways of finding someone to fill that opening. Often, job openings will be advertised. Another source for employees is through the UFP/ITA. If the player characters are all looking for employment, they should check in both of these places.

Obviously, if all the characters are not hired by the company and placed on the same ship, there will be no campaign. This does not mean that the gamemaster cannot make it look as if one or more of the characters will not be hired. There will always be more people applying for a given job than will be hired. Even after the characters are employed, the people who missed out may decide to wreak vengeance upon the "guys that stole our jobs".

The actual process of hiring the characters requires a great deal of roleplaying. Because the player characters must be hired, no die rolling is required, as that would imply that one or more of the characters might not be hired. When actually hiring a character, the gamemaster may want to take on the role of the corporate personnel officer. If so, he should ask questions about the character's past and the character's reasons for wanting the job.

Further into the campaign, a situation may arise in which one extra character—player or non-player—will have to be hired. If the character is another player character, he can be hired using the above process, and then assigned to the other players' ship. Having one or more of the player characters do the interviewing for a new position with the company is another interesting possibility. This should be used very sparingly. Turning the tables on the characters can be provocative once in a while, but, like anything else, gets boring if used too often.

PAY AND BENEFITS

Obviously, whenever a character, player or otherwise, performs a job for someone, he will expect to be paid for his time and efforts. The amount of pay for any given job is based on the character's skills in his specialty, and upon how highly that character is placed in the company. Also, some specialties will give certain bonuses to the character's salary.

The UFP/ITA has set up a pay schedule based upon a scale of eight Pay Grades, based in turn on skill ratings in one or more skills in the character's specialty. A full explanation of these levels is given in the **Equipping The Trader Character** chapter. The pay per grade is summarized here:

Pay Grade	PAY RATES PER GRADE		Pay Per Month
	Specialty	Directive Skill	
Grade 0	0	N/A	125 Cr
Grade 1	1-4	N/A	150 Cr
Grade 2	5-9	N/A	200 Cr
Grade 3	10-19	N/A	400 Cr
Grade 4	20-29	N/A	600 Cr
Grade 5	30-39	N/A	700 Cr
Grade 6	40-59	10-14	800 Cr
Grade 7	60-79	15-24	1000 Cr
Grade 8	Above 79	Above 24	1200 Cr

These are just the bases upon which the salaries are built. There are numerous modifiers to the salary, dependent upon the position that the character holds. The owner of the trade operation may pay any amount of salary he wishes, as long as it is higher than the pay grades listed above. These salaries are considered to be "Benefits Provided", which means that room and board are provided in addition to the salary paid. Otherwise the Pay Grades would be much higher.

Pay raises are always possible, and are usually given on an annual basis, depending on job performance. The standard amount usually given is 5 percent per year, effective on the employee's anniversary date. Again, the gamemaster, acting as the characters' employer, may wish to reward some action or particularly excellent service by giving a larger pay raise. This is quite acceptable, but the gamemaster is urged not to get too carried away. The characters should always see a larger than usual pay raise as a reward, and not something to be expected every year. See **Promotions And Recognition Of Effort**.

Many private vessels and trading companies pay year-end bonuses to the crewmembers, based on years of experience and service. These are usually paid at the end of the corporate year. The amounts vary, but a typical bonus would be one-tenth the monthly pay multiplied by the years served. Thus, a Grade 3 ship's officer (monthly salary 700 Cr) who had served six years could receive a bonus of 420 Cr (700 Cr x .1 x 6 = 420 Cr).

The last benefit that may be provided is a profit-sharing bonus, or commission. In these cases, the traders are awarded a bonus based on the profit that their ship turned in. This only applies if the characters are acting as buyers for a trading company. The amount of the bonus will also vary, but a bonus of from one to five percent of the profits is not uncommon. This may be paid on either a monthly or yearly basis.

CORPORATE SUPERVISORS

Getting hired is simply the first hurdle that the characters will have to endure in the corporate universe. The primary disadvantage of working for someone else is that one has to work for *someone else!* More often than not, the relationship with one's supervisor is a pleasant one. Many supervisors and their employees are good friends. This is not always the case, however, and the conflict between employee and boss can lead to interesting game situations.

If the boss simply does not like a character, there has to be some reason why that character is still employed. Obviously, if the supervisor does not like an employee, he would prefer to simply fire that employee, and have one less headache further along. If the employee is to remain employed (and he will have to remain so if he is one character among many in the game), some factor must be working in his favor. Most of the time, the supervisor's boss will like the character a great deal, or possibly owe that character favors for past actions. Perhaps the character saved the shipping line's owner's life, and the owner gave him a job in return. Or perhaps the character swung a big business deal to his new employer, and in so doing, either rescued the company from bankruptcy or caused it to double its size. Maybe one of the characters is the owner's nephew's brother-in-law. The gamemaster should feel free to create any rationalization to keep the character employed.

Thus, although the character is safe from being fired, the supervisor can, and usually will, take it out on the character in other ways. This hostility, which may tend to overflow onto the other characters as well, could be anything from being issued inferior equipment to receiving the worst runs in the fleet. Again, the gamemaster should be creative in setting up the results of this feud between supervisor and employer.

One thing that the gamemaster should keep in mind in all this is scale. A roaring, double-barreled feud between boss and employee will not and should not go on for any real length of time. After two or three lengthy scenarios, the problem should be resolved in some fashion or another. The employee could be given a promotion or transfer, assuming that the promotion did not adversely affect the campaign. Or perhaps the supervisor may be transferred to another department where his hostility would not interfere with the trade operation. Of course, this would let the employee off the hook, and possibly put another character on the hook with their new supervisor. The gamemaster is urged not to get too carried away by this vicious cycle. Depending on one plot device to create excitement tends to burn the players out.

If the feud between supervisor and employee is not as severe, the situation can be allowed to continue for a much longer period of time. The gamemaster should remember that, as far as the NPCs in the game are concerned, anything that interferes too severely with the smooth operation of the company should not be allowed to continue. The gamemaster is urged to place himself in the company owner's position, and ask himself whether or not the company is suffering.

These are not, of course, the only possibilities. The character's boss does not need to be hostile to the characters to create conflict. One idea is that the character's boss is an incompetent fool who can not really do anything right, but always seems to be in the right place at the right time. This type of supervisor may even take the credit for any of the character's actions that go right, while passing on any blame for those that do not. This can be very frustrating for the characters, and can give the players a long-term goal.

Another type of supervisor is the type who always keeps his employees from distinguishing themselves. Perhaps he always seem to pull them off the job whenever they are close to a particularly good deal. He might even assign the characters to a territory that has not been profitable in years. Of course, if the characters manage to make the area profitable, he had it planned that way all along (and may even pull them out of the territory before the profits actually start rolling in!).

Yet another possibility is the supervisor who is always right! This type can be just as infuriating, and will lead to the characters always trying to best him. Of course, they can never *quite* manage to beat him, since he always seems to stay one step ahead of them!

These are just a few ideas of the type of subplots that are not crucial to the scenarios, but go a long way toward cementing a series of adventures into a solid, long-running campaign. Subplots provide a continuity to a campaign that might otherwise be just a "Buy-Here, Sell-There" campaign.

PROMOTIONS AND RECOGNITION OF EFFORT

In most businesses, when an employee performs his job as well or better than the job requires, that employee will usually be rewarded. The same is true in a trading company or shipping line. If the characters pull off a spectacular deal, make a shipping run in record time, or pull the ship out of a situation that could have resulted in its destruction, the characters deserve a reward. In many cases, the reward will be in the form of a cash bonus, but may result in the promotion of one or more of the characters.

Promotion is one of the carrots that the gamemaster should dangle before the characters in order to keep them moving in a certain direction, though this should not be used too often. Receiving too many rewards will tend to reduce their desirability. Likewise, if the characters are constantly promised great things and yet have them yanked from their grasp, most players will decide that the effort is not worth the trouble and stop trying.

The gamemaster should also remember that although promotion would usually be desirable for the character who is being offered the promotion, that promotion may not be desirable for the continuation of the campaign. If a promotion is withheld in order to keep the campaign running smoothly, the character who lost the promotion should be rewarded in some other fashion, or at least shown immediately that greater things are in store for him in his current capacity.

Rewards need not always be monetary. Remember that, in most cases, the characters have all their room and board paid, and their pay check is either being spent on shore leaves or being put into savings. In either case, a few extra credits will have little meaning. One option is to present the characters with some tangible reward. Having the characters' rattle-trap ship replaced by the shipping line's newest, sleekest vessel will usually put a gleam into most characters' eyes. Even just replacing a piece of equipment will be a welcome reward.

Another option is vacation time. Giving the characters two or three weeks away from the rat race of interstellar trading can be worth three or four cash bonuses. The gamemaster should note that those vacations can also come in handy for that little scenario that has been sitting on the shelf just waiting for a group of traders who are already bored on the second day of their vacation.

INDEPENDENT TRADE

INDEPENDENT TRADERS

If several characters decide to team up, pool their money to purchase a ship, and form their own trading company, this section will guide them step-by-step.

JUDGING SHIP PURCHASES

If using the systems in this section, the gamemaster is urged to make starship purchasing an adventure in itself. After all, the characters will likely only buy one ship in the course of the campaign. There are many possibilities for scenarios and encounters that could arise from this purchase.

For example, the broker may skip out on the deal and the ship be gone when the characters arrive (or perhaps never even have been there in the first place). Perhaps the ship was previously owned by the proverbial "little old lady from Pasadena, who only used it once a month". In such a case, the ship can either be in perfect condition, despite being 20 years old, or maybe it was really pushed to the limits every time used. Perhaps there is even a stash of money hidden in it somewhere, and that hiding place will only show up months after the deal is closed and the characters are a long way from the original owner.

The adventure possibilities with ship purchasing are as endless as many other situations. Use your imagination!

THE CONFIDENCE FACTOR

Each starship will have a value that indicates just how reliable the vessel is; this value is the *Confidence Factor* or CF. The CF is a number from 1 to 100 expressed as a percentage. A CF of 99 indicates that the ship is in almost perfect condition, whereas a CF of 15 means that the vessel is in such poor shape that it could fall apart at any moment!

There will be times in a campaign when the gamemaster will use the ship's CF as a target for a Saving Roll, such as to find out whether or not the ship will break down in transit. The players will not know the CF value of their vessel, except in general terms (i.e., the ship is in very good condition at this time).

The CF of a ship depends on its age and on the care and maintenance that have been given it. It also depends on the care the manufacturer put into making it.

FINDING A SHIP

An independent trade operation is dependent upon the trade ship. After all, the characters will have a difficult time transferring cargos between planets without one. Finding a starship to buy is not very difficult. The prospective buyer will find a large number of used starships available for varying amounts of money. In addition to this, new ships may be purchased at almost any large spaceport within the Federation boundaries.

If the characters are not very choosy, they will usually be able to find some sort of ship for sale nearby. If they are looking for a particular type of ship, however, they will require the services of a ship broker. These people usually have a large number of contacts, and can often find just the ship that the characters are seeking. That does not mean that the ship will necessarily be in good shape, or that the ship is nearby. The actual chance that a given ship will be available depends both on the size of the spaceport and the production run for the ship in question. Obviously, a ship class that contained over a thousand ships will be easier to find than a one-of-a-kind starship.

Determining Availability

There are two ways of determining the availability of ships. Either way may be used, but determining which to use is a decision that *both* gamemaster and players face. If the players have in mind a certain ship, they will use one system. If the players are just going to purchase a ship at their local spaceport or a large spaceport within easy reach, another system is used.

In the first system, the gamemaster must know about the ship class that interests the players, because the availability of a ship of that class depends on the number of ships built. Then, the gamemaster must know about the general area of search, particularly the planets that have spaceports where the ship might be found. Finally, using the system below, the gamemaster can determine if and where it will be found.

In the second system, there is no need to determine the availability of any particular ship, because the gamemaster will decide which ships are present and for sale. Even so, the first system could be of use to spark the gamemaster's imagination, providing him with a concrete rationale for having some ships present and others not. It will also allow him to provide the rare jewel, a ship that one would normally not expect to find for sale—certainly a temptation for the player characters.

The chance of finding a ship, along with the modifiers to that availability, are given in the Starship Availability Table. To use the table, first decide how many ships of the type the characters want have been constructed. Then determine the size of the spaceport and the planet where the characters are searching, for these will modify the availability. Adjust the availability for the various modifiers and roll percentile dice. If the roll is the same as or less than the adjusted availability, the ship may be found in the spaceport under investigation.

STARSHIP AVAILABILITY	
Number Built	Availability
Fewer than 50	None
50 – 100	5%
101 – 300	10%
301 – 600	15%
601 – 1000	25%
1001 – 1500	35%
1500 or more	50%
Modifiers to Availability	
Large Spaceport	+5%
Medium Spaceport	+0%
Small Spaceport	-5%
Primitive Spaceport	-15%
No Spaceport	No Chance
Population Rating A	+2%
Major Race Homeworld	+2%
Major Shipyard Present	+10%

The availability, although it can be rolled, should be determined by the gamemaster. If the gamemaster wishes the players to have a particular ship, the actual availability should be very unimportant. Furthermore, just because the dice indicate that a ship *is* available, the gamemaster should choose how accessible the ship is to the players. After all, if a broker has been hired, he is not only looking locally for the ship the characters want, and the ship he finds may not be on the same planet as the characters. Making the characters go after their ship can be an adventure in itself if the gamemaster so wishes.

DETERMINING SPACEPORT SIZE

There are four classes of spaceports, based on size. These are: *Large (L)*, *Medium (M)*, *Small (S)*, and *Primitive (P)*. Usually the class is given as a single letter when the spaceport is referred to in a supplement such as **The Triangle**. The letter code used if no spaceport is present is X.

When a gamemaster is creating the details for a world, he should either select the spaceport class or randomly determine it from the table below. To use the table, roll 1D10 and apply the modifiers, which depend largely on the population rating of the world (see the section on **PTP Codes**). Cross-index the result on the table to determine the spaceport class.

SPACEPORT SIZE	
Modified Die Roll	Spaceport Size
1 or less	None (X)
2 to 3	Primitive (P)
4 to 6	Small (S)
7 to 9	Medium (M)
10 or more	Large (L)
Modifiers To Die Roll	
Population Rating X	-2
Population Rating D or E	-1
Population Rating C	+0
Population Rating B	+1
Population Rating A	+2
Major Race Homeworld	+1

Securing The Ship

If the characters are themselves searching for a ship to buy, they will have a difficult time unless they want to choose from a selection on hand. Usually, if they have a ship in mind, they will have hired a broker to do the legwork for them. The broker does not own any ships at all. He merely acts as an agent, bringing together buyer and seller.

If a ship broker locates a ship that the characters wish to buy, they will have to pay a brokerage fee. This is usually 5 percent of the selling price of the ship and is paid to the broker before he tells them of the ship's location. This fee includes both the broker's commission and a deposit on the ship. Paying this fee guarantees (usually) that the ship will still be there when the characters arrive.

DETERMINING SELLING PRICE

The selling price of a ship depends on its original price, its age, and its CF. It also depends on just who is selling the ship and how quickly that person wants to conclude the sale.

New Ship Selling Price

The first consideration in determining the sale price of any ship is how much it cost when new. The table below gives the selling price of several of the more popular Ship Classes usually available for sale to independent merchants. The new price for other ships can be calculated from the figures given in the second edition of FASA's **Ship Construction Manual**.

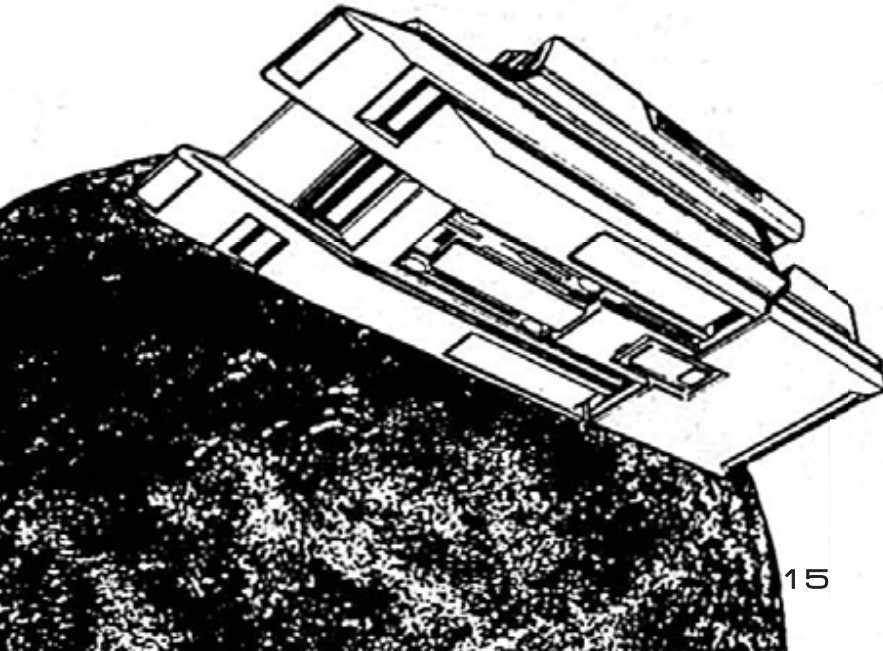
NEW STARSHIP PRICES	
Ship Type	Price
Zeus	17.67 MCr
Chameleon	6.67 MCr
Mission	12.7 MCr
Nilron MK I	125.9 MCr
Nilron MK II	150.9 MCr
Argon MK I	19.2 MCr
Argon MK II	21.7 MCr
Monarch	312.6 MCr
Lotus Flower	375.36 MCr
Liberty Mk I	344.0 MCr
Liberty Mk III	472.4 MCr
Mokal Mk I	649.8 MCr
Mokal Mk II	774.3 MCr
Baka 'Re A	2860 MCr
Baka 'Re B	5456 MCr

There will be a discount on the selling price of a new ship, depending on the number made. This reflects that the cost of tooling up for production may be spread over a greater number of ships rather than concentrated in a few. Furthermore, a company that is selling a ship in volume may still make substantial profits with a lower margin simply because of the total number sold, whereas a company that sells only a few of a ship design must make all its profit on those few ships. The table below gives the discounts for new ships of various production figures.

NEW STARSHIP DISCOUNTS	
Number Built	Discount
Fewer than 50	None
50 to 100	1%
101 to 300	2%
301 to 600	4%
601 to 1000	6%
1001 to 1500	8%
1500 or more	10%

For example, if the price as calculated from the **Ship Construction Manual** is 50 MCr and the class contains 357 ships, the discount is 4 percent. Thus, the actual sale price of any new ship in that class is 50 MCr minus 2 MCr (50 MCr x .04 = 2), or 48,000,000 Cr.

It is not common for player characters to have enough money to buy a new ship. If they *are* able to do so, they must go to the shipyard that built the ship to get the discount given above. There are times when a new ship will be found for sale some distance from the shipyard that built it. The sale price for such ships will not only be the full selling price as given by the **Ship Construction Manual** but also may have transportation charges added, which may be substantial.



Determining Age And Base CF

The factor that has the largest bearing on the actual selling price of a used starship is just exactly who is selling it. If the seller is a merchant prince selling because he wants to upgrade to a new, better-equipped, or larger vessel, the ship is likely to be newer, in better condition, and *cost more* than if the seller is a grizzled prospector looking for one last grub stake. In between would be the financial institution that took the ship in trade on another vessel.

The table below gives the age and CF of used ships as a function of their seller. To use the table, determine the seller, which may be done randomly with the dice roll indicated. Then, determine the ship's age and Base CF from the table, rolling dice as necessary.

STARSHIP SELLER TABLE			
D10 Roll	Supplier	Ship's Age	Base CF
1-5	Merchant Prince	5 + 1D10 yrs	80%+1D10
6-8	Financing Institution	10 + 1D10 yrs	60%+ 1D10
9-10	Down-and-Out Trader	15 + 2D10 yrs	40%+ 2D10

Adjusting CF For Age

The age of the ship will also affect its CF. For every ten full years of age, roll 1D10 and subtract the result from the CF. Thus, a ship that is less than ten years old will not suffer from its age and one that is less than 20 years old will have its CF reduced by 1 to 10 percent.

Continuing our example, we will see how the seller affects the age and Base CF for a ship originally costing 48,000,000 Cr. First, the gamemaster rolls to find out who owned the ship previously. A roll of 4 tells us that the ship was owned by a Merchant Prince, and is both fairly new and in fairly good shape. The gamemaster then rolls 1D10, getting a 6. He adds this to 5 years and determines that the ship is 11 years old. Next, he rolls 1D10, getting a 4; he adds this to 80 percent and determines that the ship's Base CF is 84 percent.

Adjusting the Base CF for the ship's age, the gamemaster rolls 1D10 because the ship is eleven years old. (If it had been two years younger, he would not have rolled at all.) The roll is a 7, which is subtracted from the Base CF of 84 percent to give a CF of 77 percent.

Determining Blue Book Value And Price

The older a ship is, the less it is worth. The Blue Book Value of the ship (the name being a holdover from the days of ground vehicle sales) is the percentage of the original price of the ship when it was new. To determine the Blue Book Value of the ship, consult the table below. Find the ship's age in the left-hand column and the Blue Book Value in the right-hand column.

BLUE BOOK VALUE TABLE	
Age of Ship	% of New Price
Less than 5 years	90%
6-10 years	80%
11-15 years	70%
16-20 years	60%
21-25 years	50%
26-30 years	40%
31-35 years	35%
36-40 years	30%
41-45 years	25%
46 years and older	20%

The Blue Book Value is an indication of the *average* amount that the seller might ask. To find that amount, called the Blue Book Price, multiply the Blue Book Value by the original selling price. The Blue Book Price does not take into account the condition of the vessel nor any special circumstances surrounding the sale, including urgency.

Adjusting Price For Ship's Condition

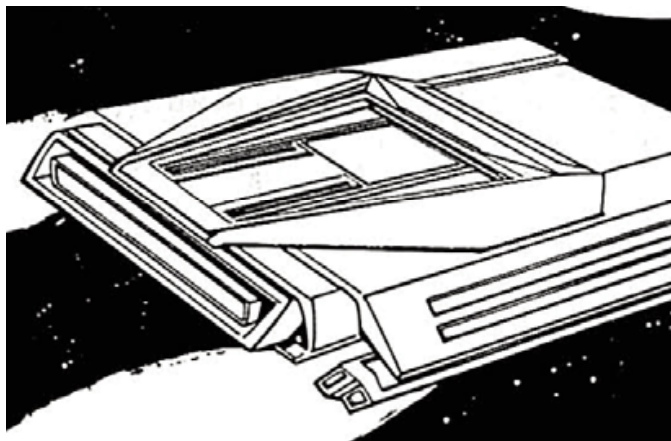
The poorer a ship's condition, the less the seller can ask. To adjust the Blue Book Price for the ship's condition, subtract 1 percent of the price when new for each 5 percent of CF lost. Subtract the ship's CF from 100 percent and then divide the result by 5, rounding down. This will tell the amount that the Blue Book Value must be adjusted for the ship's condition.

Usually the calculation is made all in one step, and the Blue Book Value is adjusted before the price is determined. The Blue Book Price is only useful as a beginning from which the gamemaster may dicker with the players over price, if he desires. The gamemaster would quote the Blue Book Price, and the players would counter with the defects they found in the ship. The gamemaster would lower his asking price accordingly, most likely until the adjusted Blue Book Price was reached.

In any case, the final asking price should be fixed 1 to 3 MCr above or below the adjusted Blue Book Price, just so that the players cannot determine the CF of the ship exactly. The circumstances surrounding the sale will help determine how much to adjust the price in this way. If the grizzled prospector really needed money badly, the price might be quite a bit lower than one would expect. If the merchant prince really did not want to sell very badly, the price might be a bit higher than reasonable. The gamemaster should be creative about the circumstances surrounding the sale, and drop hints to the players through role-play that might help them determine if they are getting a bargain or not.

In our example, the ship is eleven years old, and so its Blue Book Value is 70 percent of its original price new. Multiplying this by the original price of 48 MCr gives a Blue Book Price of 33.6 MCr, or 33,600,000 Cr.

Then, the gamemaster subtracts the CF of 77 from 100, finding that the ship's general state of repair will reduce the ship by another 4 percent ($100 - 77 = 23$; 23 divided by $5 = 4.6$, rounded down to 4 percent). Subtracting 4 percent from the Blue Book Value of 70 percent, the gamemaster determines that the actual selling price should be about 66 percent of 48 MCr, or 31,680,000 Cr. Just to keep the players on their toes, he decides that the seller is going to ask 33,000,000 Credits for the ship.





Spotting A Bargain

Once the asking price is fixed, the players may examine the ship to see if it is worth the price asked. A starship with a low CF may have some sub-systems damage (see **The Confidence Level and Combat Damage**, p. 54). The only restriction on sale of a damaged ship is that the UFP/ITA requires that the warp engines be balanced before the ship is sold. There may, however, be some damage to the warp or impulse engines, weapons, deflectors, or superstructure. The player characters would be able to notice the damage or wear that gives the ship its CF, but they should not know the actual value. It would be fair to require a Skill Roll against the rating in *Astronautics* for the characters to get actual hard data about what is wrong with the ship.

After the examination, the gamemaster should make a secret Skill Roll for the group against the highest Skill Rating in *Value Estimation* of the group examining the ship. If one of the examining group has a Skill Rating of 20 or more in *Astronautics*, a +10 modifier may be applied to the *Value Estimation* rating before the roll. If the skill roll is successful, the gamemaster should tell the players whether or not the ship is worth the asking price. If the roll is a failure, the gamemaster should make a bargain seem like an outrageous price and vice versa.

Setting The Final Purchase Price

If the characters decide the price is too high, they may try to haggle the price down somewhat, using their skill in *Negotiation* and *Trade And Commerce*. The negotiating player character should make a skill roll against his average rating in these skills. If the roll is unsuccessful, the price remains the same. At the gamemaster's option, a roll of 00 could indicate that the seller is offended and refuses to sell to the characters. If the roll is successful, the purchase price may be reduced by another 1 to 5 percent. To determine the price reduction, roll 1D10 and divide it by 2. This skill roll may be tried only once.

The players check out the ship, successfully making not only the skill roll that gives them detailed information about the status of the ship's repair, but also the skill roll that allows them to estimate its value. The gamemaster tells them that the ship is slightly overpriced, but not too much. The characters decide to try to "haggle" the price down, and the leader of the party makes a successful Skill Roll against the average of his ratings in *Trade and Commerce* and *Negotiation/Diplomacy*. The gamemaster rolls 1D10 and gets a 5, divides by 2, and rounds down to 2. He lowers the selling price by 2 percent ($33,000,000 \text{ Cr} \times 2\% = 660,000 \text{ Cr}$). This makes the final selling price 32,340,000 Cr.

FINANCING AND PURCHASING THE SHIP

Once the players find the ship of their dreams, they must then come up with the money to buy it. Of course, if the characters already have enough to buy the ship, they may go straight to the following section on **Starship Registration**. If not, financial aid is always available to good risks.

Loans and Notes

There are two different types of loans available to characters: Federation Sponsored and Un-sponsored loans. In either case, the lending institution will require that the ship itself be used as collateral for the loan. Collateral is simply the object that insures that the bank will receive the money that it loaned. If the loan cannot be repaid for any reason, the bank will seize the collateral, and will sell it to recover as much of the amount lent as possible.



THE CONFIDENCE LEVEL AND COMBAT DAMAGE

The gamemaster may wish to incorporate starship combat into the trader campaign, though only in passing, for most merchant vessels are ill-equipped to handle such activities. Use the rules given for starship combat found in **STAR TREK Starship Combat Simulator Game**. Whenever damage is taken by the merchant ship, its Confidence Factor is reduced.

REDUCING THE CF FOR DAMAGE

For every point of superstructure damage or damage to a warp engine taken in combat, the CF is reduced by 2 percent. Each point of damage to the impulse engine or to a weapon system or shield generator reduces the CF by 1 percent. Thus, if a ship entered starship combat with a CF of 75 percent, and takes 3 points of damage to its superstructure, the CF will be 69 percent at the end of the combat.

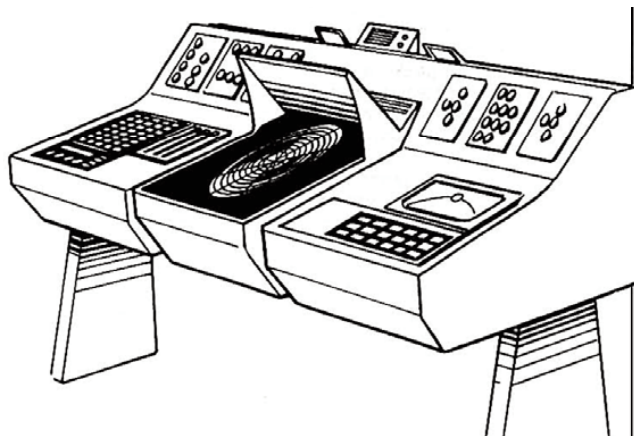
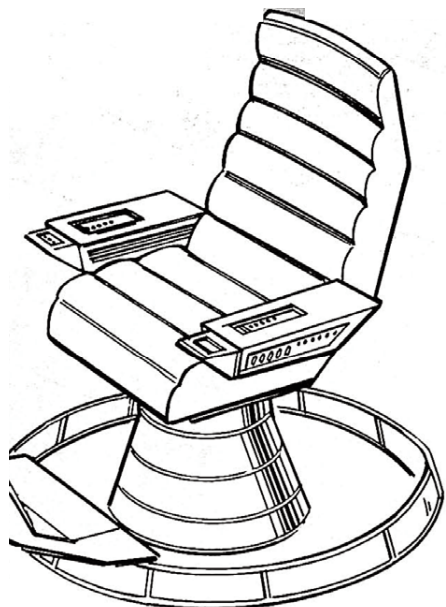
SHIP REPAIRS

During starship combat, the Chief Engineer has the option to attempt to repair the engines. After the starship combat is over, that character must make a Skill Roll against his rating in *Astronautics*. If the roll is successful, those repairs remain good and will hold up. If not, the repairs were temporary bypasses and jury-rigging. Those points are lost again, but may be repaired permanently.

The Chief Engineer may attempt to repair one sub-system per hour. One sub-system is defined as one weapon or shield generator, or one point of warp or impulse power. Superstructure damage can never be repaired in the field, but must be done at a repair facility.

Non-Warp Subsystems

At the end of each hour that repairs are attempted to anything except warp engines, the Chief Engineer may make a Skill Roll against his rating in *Astronautics*. If the roll succeeds, the subsystem is repaired, and the CF is increased by 1 percent. If the roll is missed by 10 or less, damage to that subsystem is more extensive than first thought, and the process must be repeated. If the roll was missed completely, the subsystem is irreparable, and must be repaired at a repair facility. Thus, several hours may be spent trying to repair a subsystem, only to find that it is damaged beyond repair.



Unbalanced Warp Engines

Repairs to the shields, weapons, and impulse engines may be made while the ship is under way, but warp engines must be shut down while being repaired. Running at warp speed while the engines are unbalanced, with one engine producing more power than the other, is very dangerous. The starship's computers are able to control the reactions for a short time, but cannot handle the strain forever. When that control is lost, the ship could very well vaporize in a matter/antimatter explosion.

For every hour that the engines are run while unbalanced, the gamemaster must make a Saving Roll against the ship's current CF. If the roll is successful, nothing happens. If the roll fails, however, the Chief Engineer must make a Skill Roll against his rating in *Warp Engine Technology*. If that roll is successful, the ship is dead in space and will have to be towed into a port for extensive repairs. If the engineer's attempt fails, the ship explodes. It makes sense, therefore, that the engines be shut down and repairs made as soon as possible.

Repairs To Warp Engines

Repairs may be made to warp engines just as with subsystems. Every hour of repair attempt to warp engines, the Chief Engineer may make a skill roll to see if the repair was successful. A successful attempt increases the ship's CF by 2 percent. An unsuccessful attempt may allow further repair if the roll failed by 10 or less, or it may indicate that the damage to the warp engine is irreparable.

If one or both of the warp engines were damaged in the combat and unable to be fully repaired, they will have to be balanced. In order to balance the engines, the Chief Engineer must make a Skill Roll against his rating in *Warp Drive Technology*, modified by the ship's CF. Add the CF to the skill rating and roll percentile dice. If the roll is equal to or less than the target, the engines can be balanced. A result of 00 is an automatic failure, even if the total of the two ratings is above 99. The player may make this roll, but the gamemaster should roll the base (see the section on **Secret Rolls And Hidden Success** in the *ST:RPG2 Game Operations Manual*) and tell the player whether he is successful or not. This way, the ship's CF may still be kept secret.

If the roll is successful, the engine with the higher power output is reduced to the output of the other engine. If the roll is missed, the only option is to take the damaged engine off-line. This allows the players to operate the ship as if it had only one engine, with a maximum warp speed reduced to one-third the ship's original value (round down). If an engine is damaged so severely that balancing the engines would reduce the good engine by more than half, the damaged engine can be taken off-line without trying to balance them.

If the characters are buying a new ship, the lending institution will consider loaning the money with a 40-year pay-back period. If the ship is a used vessel, however, the lending institution will only loan the money over a term of 20 years. If the loan amount is less than 25 percent of the ship's current Blue Book Price, the institution will lend the money automatically and without problems, but if the amount needed is more, the loan will be considered on a case-by-case basis. This decision may be determined randomly using the Loan Acceptance Table below.

Of course, if the campaign depends upon the players having a starship, the gamemaster may decide to grant the loan outright. This decision should be made based on other factors within the game. If the players have some other legitimate method of obtaining the money within the scenario, the gamemaster is equally justified in refusing the loan outright. As in all other situations, the gamemaster should never let the dice control the game completely.

When applying for a loan, the characters will have to appoint a spokesman. This will usually be the character playing the vessel's captain, but that is only a rule-of-thumb, and may not apply in all cases. The modifiers should be totalled as if the spokesman were the only person applying for the loan. These are added to the chance of approval given in the right-hand column. The character then makes the saving roll required.

If the roll is less than or equal to the target, it is successful and the loan is approved; a bank draft for the amount of the loan is given to the characters. If the roll is unsuccessful, the loan was turned down and the characters may try for another type of loan or try again in one month. If, for example, they were trying for a 40-year Federation Supported Loan, they might apply for a 20-year non-supported loan instead.

The rest of the table gives the amount of each payment and the total percentage of interest paid. Each of a 40-year Federation Supported loan's payments will only be .5 percent of the amount of the loan, but the total amount of money that the characters will end up paying after the 40 years are up is almost two-and-a-half times as much as the amount of the loan. In other words, for every 100 Cr borrowed on such a loan, one payment will be .005 x 100, or .5 Credit. After paying .5 Cr a month for 40 years, the total amount spent will be 240 Cr. In this case, for every 100 Cr borrowed, the character will end up paying 130 Cr in interest as well as the 100 Cr borrowed.

Loan payments are scheduled to be paid once per month. The characters will either have to plan to be in port on the planet where they received the loan to make the payment, transmit the payment from a branch of the lending institution on another planet, or pay the loan several payments in advance. The last method is probably the safest of the three, but the characters will have to keep track of how far ahead they are paid. Many ship captains get in trouble by thinking that they are paid further in advance than they really are.

LOAN ACCEPTANCE

Loan Type	Term	Monthly	Total Loan	Approval
		Payment Amount	Payment Amount	Rate
Federation Supported	20 yr	0.85%	204%	70%
Federation Supported	40 yr	0.50%	240%	75%
Non-supported	20 yr	1.00%	240%	60%
Non-supported	40 yr	0.65%	312%	65%

LOAN APPROVAL MODIFIERS

For Character Background

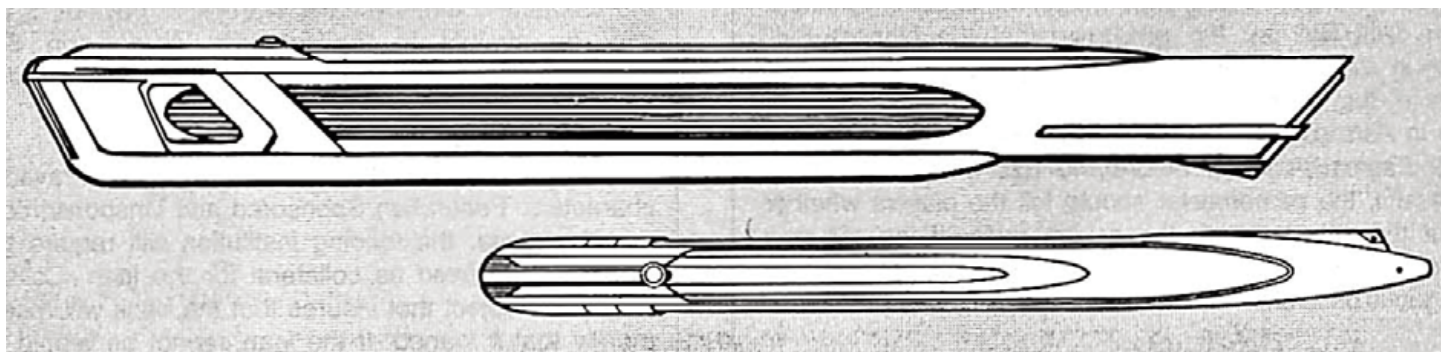
Per year of Academy/Cadet Star Fleet service	+ 3%
Per year of active Star Fleet service	+ 3%
Per year as an active trader	+ 1%
Star Fleet rank of Captain or above	+10%
Trader ship captain	+ 5%
Criminal record (smuggling, etc.)	- 1%

For Payment Record

Earlier loan paid off on time	+ 5%
Late on any payment of previous loan	- 5%
Defaulted on earlier loan	-20%
Turned down on this loan application	- 5%

For Applicant's Attributes And Skills

LUC 70 or more	+ 5%
LUC 20 or less	- 5%
Negotiation/Diplomacy Skill Rating 60+	+ 5%



REGISTERING THE SHIP

After the characters have paid for the starship, the ship must be registered with Star Fleet. In order to register the ship, the characters will have to pay a Space Vehicle Tax, inspection fee, and any repair costs to bring the ship up to standard.

The Space Vehicle Tax is a simple .01 percent of the final purchase price of the ship. This fee is paid to the portmaster where the ship was purchased. If this fee is not paid, the ship will be impounded until it is paid. The Space Vehicle Tax is not negotiable.

The inspection fee is based on the total tonnage of the ship, and is a flat 50 Cr per hundred tons. As owning ship's weaponry is mostly illegal in the Federation, any illegal weaponry on board will be removed at the new owner's expense. The cost to remove phaser banks is 500,000 Cr each, the cost to remove photon torpedoes is 300,000 Cr each. Certain small phasers and all lasers are legal, but a permit is required. Starship Weaponry Permits cost 50,000 Cr per year. The gamemaster, acting as Star Fleet, will determine whether or not the characters will receive this permit.

The inspection will reveal, to the nearest 10 percent the ship's Confidence Factor. If the CF is 75 percent or higher, the ship is certified as spaceworthy and no repairs will be required. If the ship's CF is below this 75 percent cutoff, repairs must be made to bring the vessel up to a CF of 75 percent.

Assume that the characters have purchased a used *Argon* Class ship for 20 MCr. The Ship Vehicle Tax for this ship is .01 percent of 20 MCr, or 2000 Cr.

The inspection will cost 50 Cr per hundred tons. At 15,000 tons, the cost of the inspection is 7500 Cr (15,000 tons divided by 100 = 150; 150 x 50 Cr = 7500 Cr).

Although the ship's CF is 63 percent, the players are not told this exact number. They are told it is approximately 60 percent, and that it will require 20 percent repairs before it can be registered (75 percent - 63 percent = 12 percent, rounded up to 20 percent).

Making Necessary Repairs

Repairs cost money. For each 10 percent that must be repaired, the cost is 0.0001 times the ship's original cost, multiplied by a random factor of 1D10. If the repairs are made by a shipyard, the CF will be increased accordingly. Thus, if the original CF were 63 percent, and 20 percent repairs were made by a shipyard, the new CF would be 83 percent. Once the repairs have been made, the ship will be re-inspected free of charge.

If the players wish, their Chief Engineer may attempt to make some or all of the repairs needed. Subtract the CF from 100 percent to find the percent damage. If the Chief Engineer's *Astronautics* Skill Rating is greater than the percent damage, he may try an unmodified Skill Roll against his rating in *Astronautics*. A successful roll means that he was able to repair all the damage. Roll 1D10 and subtract from 100 to find the ship's new CF. A failure means that the damage is too severe, and that the engineer could only repair 1D10 percent of the damage. The rest must be paid for as above.

If the percent damage is greater than the engineer's rating in *ST ENG* he may still try to do the repairs himself, but the chances of success will be reduced. The difference between his rating and the percent damage is subtracted from his skill rating before the skill roll is made. Thus, if he had a Skill Rating of 27 in *Astronautics* and the damage were 34 percent, the difference of 7 percent would

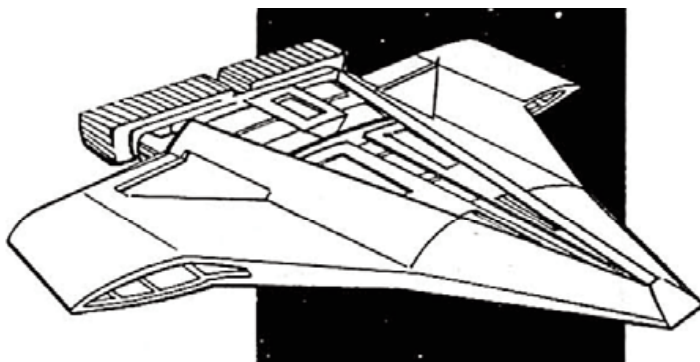
be subtracted from his Skill Rating before the roll is made. He would then only have a 20 percent chance of making the repair. The results of the skill roll in this case are the same as those above.

Any damage repaired by the ship's engineer will cost about half as much as having the work done by the spaceport. The amount is determined just as if the spaceport were doing the work, but the repair costs are divided by 2. This amount is paid regardless of whether the roll is successful or not. Any damage that the ship's engineer tried but failed to repair will require the full repair payment be paid in addition to the amount paid for the ship's engineer to fix the damage.

Continuing with the used *Argon* needing 20 percent repairs, if the characters decide to pay for those repairs themselves, the repairs will cost .0001 x 30 MCr (or 3000 Cr) x 1D10 for each 10 percent repaired. If this is paid, the new CF will be 83 percent. The random factor is a 7 on 1D10, which tells us that each 10 percent repaired will cost 21,000 Cr (3000 Cr x 7 = 21,000 Cr), or 42,000 Cr, to make the 20 percent repairs needed for registration.

The ship's Chief Engineer may try to fix the damage. As our first example, we will assume his *Astronautics* Skill Rating is 55. As this is higher than the percent damage of 37 percent (100 percent less the CF of 63 percent), he will have to roll 55 or less on percentile dice. If he is successful with this skill roll, the new CF will be 83 percent and the repair cost will only be 21,000 Cr, half of the 42,000 Cr it would have cost if the shipyard had done the work. If he fails the skill roll, his cost will still be 21,000 Cr, but instead of repairing all the 20 percent damage, he would only repair 1D10 percent of it. The roll is a 2, which the gamemaster knows only brings the CF up to 65 percent. This means that another 10 percent damage must be repaired by the shipyard at the full rate of 21,000 Cr. When this is paid, the cost will have been the same as if the shipyard had done the work, but the CF will only be 75 percent and not the 83 percent that it would have been. The players would not be told the CF in either case, and all that they would know is that it was at least 75 percent.

If, as a second example, the engineer's rating in *Astronautics* is only 20, he will have to subtract this from the total damage of 37 percent to find out the modifier to the Skill Roll. The modifier is 17 percent (37 percent - 20 percent = 17 percent), which is subtracted from his Skill Rating of 20 to give a target of 3 percent. He must roll less than 3 on percentile dice to make all the repairs necessary and to raise the CF to 83 percent. Otherwise, he will be able to repair only 1D10 percent of the damage, as in the first example. The costs for the second example are figured the same as in the first example.



Avoiding Repair Costs

This all assumes that the ship was actually repaired and inspected in a legal, forthright manner. The characters may decide to skip out on the re-inspection without making the necessary repairs, but this could result in their ship being impounded the next time a Federation official checks the records. There is about a 25 percent chance that the characters will be caught anytime they make planetfall, with that chance being reduced according to the distance from the planet where the inspection was avoided. The fines for inspection fraud can be set at any level the gamemaster wishes, with five times the inspection fee and confiscation of any cargo on board being about average.

Another method of avoiding repair costs is to bribe the officials. If a bribe attempt is made, the inspection fee will still have to be paid. The official will certify the ship as spaceworthy, regardless of the ship's CF. The amount of the bribe will depend upon the officials in question. The more crooked the officials, the lower the bribe will have to be. A good starting point for a bribe is 1000 Cr, with larger amounts modifying the *Bribery Skill Roll* favorably. Again, the actual amount of the bribe should be adjusted up or down by the gamemaster, so that the players cannot guess just how good their chances are.

Once any modifiers are decided upon, a secret roll is made against the bribing character's *Bribery Skill Rating*. A successful roll means that the official accepts the bribe and declares the ship spaceworthy. If the roll is missed by only a small amount, the official may simply ask for more money, or may refuse to accept a bribe. If the roll is missed by large amount, however, the official may decide to arrest the character. This could lead to the characters having to bail their partner out of jail, break him out, or many other possibilities.

BUILDING A BUSINESS

Once the characters have purchased their ship, they are faced with the prospect of building their financial empire. The characters have two options: shipping for other parties and speculative trading. The next sections will help the gamemaster run and control a galaxy of financial deals and dirty deals, as well as the inner workings of the character's ship and their trade operation.

DEFINITIONS

In the trading systems presented here, a few of the following terms will be used.

Standard Cargo Units (SCU)

When cargoes are bought and sold, the unit of measure used is the Standard Cargo Unit, or SCU. One SCU equals a volume of 6.75 cubic meters. As the standard deck height is three meters, one SCU represents a floor area of 1.5 meters square—the size of one square on the standard maps. The SCU translates to roughly 200 bushels, or 6750 liters of liquid.

In many cases, the space required for a cargo will include support facilities, containers, and packaging. Thus, if one SCU of livestock were purchased, the actual livestock would not take up the whole SCU. Also included in that space are the life-support equipment and containment for that livestock. All these considerations are figured into the prices given.

On occasion, certain fees and charges will be levied based on the SCU of cargo that the trader has. In many cases, the fees would be based on a group of 1000 SCU. 1000 SCU equals a *Kilo-unit*, which may be abbreviated as KCU.

Planetary Trade Profile Codes (PTP)

The Planetary Trade Profile, or PTP, is a series of letters indicating to the characters what a planet's trade possibilities are. When coupled with the values that go along with the letters, the PTP becomes much more. It generates the base values needed to determine sales and purchase prices for virtually any type of cargo that the characters might want to buy.

The PTP is an eight-letter code, followed by a population size indicator; it has the format: AAAAAA/A (A). The first eight letters are the eight cargo types: Foodstuffs & Agricultural Goods, Normal Minerals & Raw Materials, Radioactives & Special Minerals, Drugs & Refined Medicinal Agents, Low Technology Goods, Medium Technology Goods, High Technology Goods, and Luxury Items. The last item, Luxury Items, is rated on a separate scale and set apart from the rest by a slash (/). The letter in parentheses at the end is the population rating.

The first seven cargo types in the PTP are rated on a scale from A (lowest) to H (highest), with D in the center. These letters stand for trade multipliers for the type of cargo. When a cargo in a particular type is bought or sold, the PTP value of that kind of cargo determines the base price of that cargo.

The table below gives the trade multipliers for the first seven cargo types:

TRADE MULTIPLIERS	
PTP Rating	Multiplier
A	0.25
B	0.50
C	0.75
D	1.00
E	1.25
F	1.50
G	1.75
H	2.00

The eighth letter in the PTP, the one immediately following the slash, is for cargoes of Luxury Items, which are rated on a different scale than the other seven cargo types. The rating scale here is much smaller, having only four ratings; this represents the flighty nature of trade in Luxury Items. The scale runs opposite to the scale given above, with A being the highest rating and D being the lowest. A low rating here could mean that the planet in question may export that product, is culturally disinterested in that product, or is financially unable to afford non-necessities. The rating scale used for Luxury Items is given in the table below.

LUXURY ITEM TRADE MULTIPLIERS		
Luxury Item Rating	Meaning	Multiplier
A	Especially Interested	2.0
B	Moderately Interested	1.5
C	Neutral	None
D	Disinterested	0.5

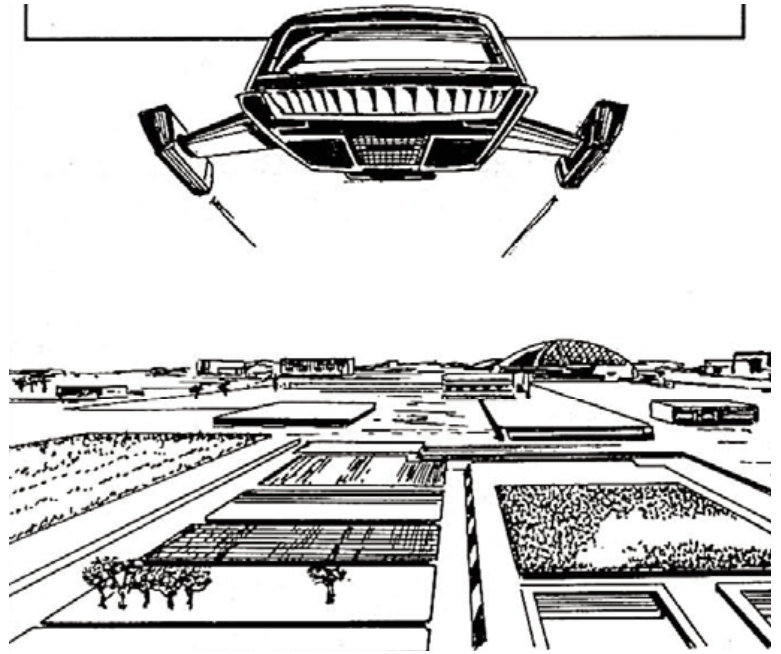
The last letter of the PTP, the one in parentheses, is the Population Rating of the planet. Like the other factors, the Population Rating represents a multiplier, but this one modifies the base consumption for all trade goods instead of the Base Price. The Base Consumption Rate of a type of cargo is set, just as its Base Price is, and it is determined by the type of cargo. Multiplying the Population Rating modifier by the Base Consumption Rate for a product gives the

Product Consumption Rate, which is an indication of how many SCU of that cargo type may be sold on that planet: The Population Ratings and the associated modifiers are as follows:

POPULATION RATING MULTIPLIERS		
Rating	Population	Multiplier
A	Very Heavily Populated	4.00
B	Heavily Populated	2.00
C	Moderately Populated	None
D	Sparsely Populated	0.50
E	Very Sparsely Populated	0.25
X	Small Station or Colony	0.10

Each cargo type in the PTP will have its own Base Price and Base Consumption rate, which will then be modified by other factors. Note that although all other trade items have a fixed value for their Base Prices and Consumption Rates, Luxury Items have a variable price and consumption rate. This is because, unlike most other goods, the value of Luxury Items varies with each transaction made. A population's tastes can change on a whim, and a product that was popular last trip may be disastrously cheap this time. This makes trading in Luxury Items somewhat riskier than most other goods.

The table below gives the types of cargoes and examples of each type. There are columns for the Base Price Per SCU and the Base Consumption Rate.



TRADE GOOD VALUES AND CONSUMPTION RATES

<i>Category</i>	<i>Examples</i>	<i>Base Price Per SCU</i>	<i>Base Consumption Per Planet</i>
Foodstuffs Agricultural Goods	Fruit, grain, vegetables, seed, wood, breeding stock, fertilized animal ova, etc.	700 Cr	1000 SCU
Normal Minerals & Raw Materials	Metals, crystals, natural chemicals, fossil fuels, water, etc.	1000 Cr	700 SCU
Radioactives & Special Minerals	Special alloys, radioactives, dilithium crystals, etc.	1500 Cr	300 SCU
Drugs & Medicinal Agents	Refined pharmaceuticals, herbs, rare plants, etc.	2000 Cr	500 SCU
Low-Technology Manufactured Goods	Steel and formed metals, basic tools, blades, natural textiles, etc.	1200 Cr	900 SCU
Medium-Technology Manufactured Goods	Polymers and plastics, machine tools, projectile weapons, synthetic textiles, etc.	2000 Cr	700 SCU
High-Technology Manufactured Goods	Computers, electronics gear, energy weapons, air or spacecraft, etc.	2200 Cr	500 SCU
Luxury Items	Gourmet foods, liquor, gems, rare animals, spices, curios, etc.	Variable: 250 Cr x 1D10/2	Variable: 100 SCU x 1D10/2

To illustrate how to use the PTP, we will look at several worlds of the United Federation of Planets and their codes. These are:

PTP CODES OF MAJOR UFP PLANETS	
Planet	PTP Code
Terra	DDDDDD/A (A)
Vulcan	FBECAEF/D (B)
Andor	AFGEABE/D (C)
Tellar	EAAGADG/A (A)
Cait	BEFCDEG/B (C)
Edo	BBCBBBC/B (C)
Janus VI	FBAFDH/A (X)

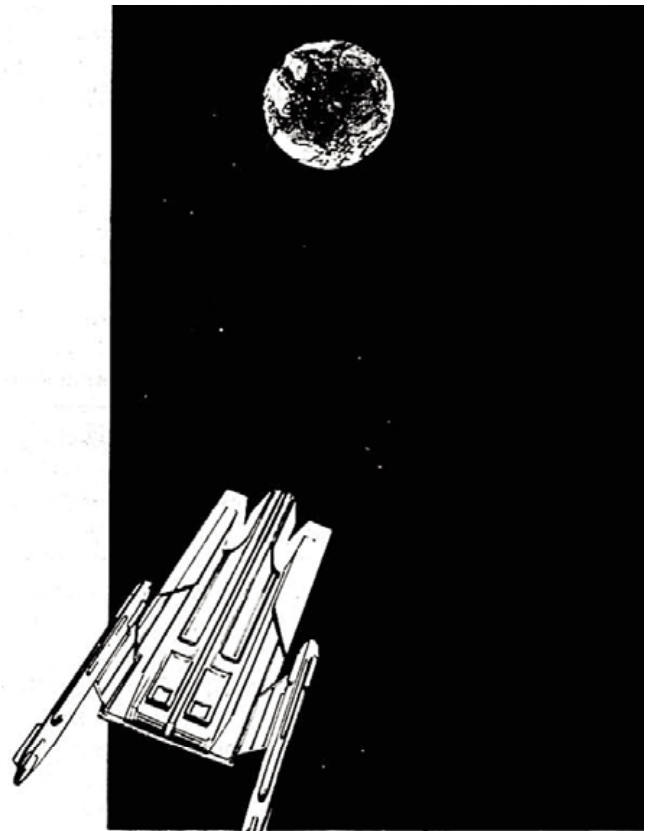
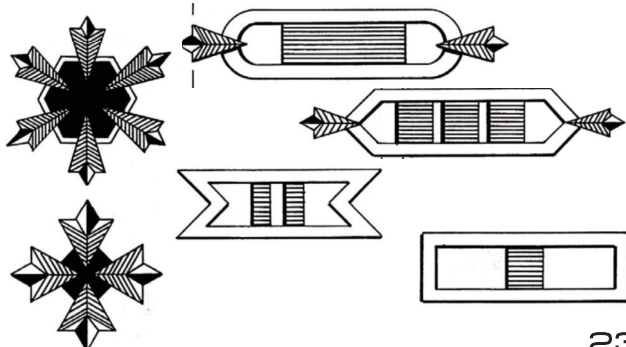
For example, note that the PTP code for Foodstuffs on Vulcan is *F*. As this is one of the first seven codes, we note from the Trade Multiplier Table that the multiplier is 1.5. Looking at the Trade Good Values And Consumption Rates Table, we find that the Base Price for Foodstuffs is 700 Cr per SCU. This price must be adjusted by the trade multiplier of 1.5, giving a value for Vulcan of 1050 Cr (700 Cr x 1.5 = 1050 Cr) per SCU.

From the Planetary Population Rating of B, we note that modifier is x 2. Multiplying the Base Consumption Rate of 1000 SCU for Foodstuffs by the planetary population modifier of 2 gives a Product Consumption Rate of 2000 SCU (1000 SCU x 2 = 2000). The Product Consumption Rate tells the amount of a cargo type that can be sold at the adjusted Base Price. In this case, 2000 SCU of foodstuffs may be sold on Vulcan for 1,050 Cr per SCU. If a trader wanted to sell more than this, he would have to sell his cargo at a lower price, that determined by dropping to the next lower trade multiplier. He may sell cargo up to the Product Consumption Rate at this lower price, in this case 2000 SCU at 875 Cr per SCU (700 Cr x 1.25 = 875 Cr). This price reduction continues as more and more of a single cargo is sold.

In a second example, we note that Luxury Items have variable Base Prices and Consumption Rates. If the traders were selling Luxury Goods on Tellar, which has a Luxury Items code of *A* and a Population Code of *A*, they could reasonably expect a very good price for their wares. The Base Price for Luxury Goods is 250 Cr x 1D10/2. On a roll of 8, this gives a Base Price of 1000 Cr per SCU (250 Cr x 8/2 = 250 Cr x 4 = 1000 Cr). The trade modifier for Luxury Items on Tellar is x 2, and so the selling price is 2000 Cr per SCU!

The Base Consumption Rate for Luxury Items on Tellar is 100 SCU x 1D10/2. On a roll of 5, this gives a Base Consumption Rate of 200 SCU (100 SCU x 5/2 rounded down to 2 = 200 SCU). The Population Modifier is x 2, and so the Product Consumption Rate is 400 SCU. This means that the first 400 SCU of a luxury item could be sold for 2000 Cr per SCU, or a total of 800,000 Cr! The second 400 SCU could be sold for 1500 Cr per SCU, or a total of 600,000 Cr. Such are the vagaries of selling Luxury Items!

Of course, these numbers and ratings are not final. The trader's skill and experience can alter these, depending on the circumstances.



World Types

When the characters are setting up a trade route or triangle, they will want an idea of the labels that are frequently applied to planets. The following designations are almost universally used among traders.

Agricultural Worlds

An agricultural planet is typically low in raw materials and manufactured goods, but rich in foodstuffs. Thus, an agricultural world may have a PTP such as AGFDFGH. The Luxury Item Code will not play an important part here, because it tends to reflect the tastes of the culture that resides there. Likewise, the planetary population can be almost any size.

Mining Worlds

Mining worlds have high ratings in foodstuffs, drugs & medical products, and medium- and high-technology manufactured goods. They tend to have low ratings in minerals and/or radioactives, depending upon the particular items mined.

Industrial Worlds

Industrial worlds have high ratings in foodstuffs, raw materials and radioactives. They also have low ratings in manufactured goods of any level. Drugs and Medical may be high or low.

New Colony Worlds

These worlds have high ratings in all areas. Colonies must import almost everything they need for a number of years.

Racial Homeworlds

These worlds have low to medium ratings in nearly all areas. Planets that give rise to intelligent races usually provide everything necessary for the growth and development of the native population. If the local economy is strong, they may import more luxury items.

Military Bases

Military bases, like new colony worlds, have high ratings in all areas. Everything must be imported.

FINDING A CARGO

Whether the characters decide to ship-for-hire or speculate, they will have to find a cargo. Each of the two types of trade operations have different requirements, but the result is the same—a full cargo hold. Each of these methods will be covered here.

No matter how the players try to fill their cargo hold, the gamemaster must have a cargo ready to be found. Actually, creating a number of cargo packages would be advised. If the cargoes are to be shipped for someone else, the gamemaster will also have to decide where it must be shipped and how fast it must get there. Even if the characters are planning to buy a cargo for later resale, having a selection ready for them is advisable. Having several cargoes prepared ahead of time will give the players a choice of destination. This lets the players feel that they have some control over their characters' destinies.

Shipping For Hire

Most often, the first thing the characters will do upon planetfall will be to check in with the local UFP/ITA dispatcher's office, maintained at any Small, Medium, and Large spaceport. The UFP/ITA allows members free use of its computer datanet to find cargoes that require shipping. The characters would log onto the datanet and search for cargoes they would be interested in shipping. If there are cargoes available on the planet, they will be listed on the datanet, and so the characters will have to search no further. All they need to do is contact the cargo owner and arrange to ship it. Non-members of the UFP/ITA may also use the datanet, but will be required to pay a usage fee of 1 to 5 percent (1D10/2).

If there is no UFP/ITA office, the characters will have to find their cargoes by other means. The chief method would be to check the local bulletin boards and classified ads.

This process can be very simple and painless, with cargoes almost leaping into the hold of the characters' ship. It need not always be so. The ease or difficulty of the process is, like everything else, dependent upon the campaign. If the game would be better served by the characters having easy pickings, then that is the way it will be. On the other hand, the gamemaster may make cargo acquisition as hard as necessary to accomplish what is best for the campaign. If this means running a particular cargo to a certain planet, the gamemaster may make acquisition of any other cargo difficult, thus persuading the characters to take that cargo. He can even pre-determine the cargo they are to carry next, and then make it look as though getting that cargo was the hardest thing the characters ever had to do. Remember that the gamemaster should never be forced to adhere to the die rolls.

The details of cargo acquisition can either be glossed over or roleplayed as the gamemaster and players wish, but the results of either of these sources is the same. Usual success rates for finding particular cargoes run about 5 percent to 50 percent; lucky characters will have slightly better success, and unlucky characters slightly worse. The following paragraphs give the system for randomly determining the success in finding cargoes to ship for hire.

One character should be selected to act as the group's spokesperson. This character will make any die rolls necessary, using whatever modifiers that apply solely to him. The character with the best chance for success should be chosen, but the characters may select a new spokesman at any time.

The roll for finding a specific cargo is $D10 \times 5$, giving targets between 5 percent and 50 percent. The target may be modified by the character's *LUC* if that attribute score is high or low enough. Lucky characters, with *LUC* Scores of 60 or higher, would add 5 percent to the chance; in his case, the chance for finding a cargo in a classified ad would be from 10 percent to 55 percent ($D10 \times 5 + 5$). Similarly, a character with a *LUC* of 20 or less will have a penalty of 5 percent subtracted from his usual chance; in his case, the chance would be from 0 percent to 45 percent ($D10 \times 5 - 5$). If the shipper places the ad himself, the chance of finding a specific cargo is 10 percent greater.

The roll for finding *any* cargo to carry is much higher at $D10 \times 5 + 30$, giving targets between 35 percent and 80 percent. The same modifiers for luck apply.

If the roll is successful, the characters will have found something they can ship. If not, they can try again in a week. Again, the gamemaster may want to ignore these die rolls and simply list the cargoes available to the characters.

Trade brokers can sometimes be useful when the characters wish to find a shipping-for-hire cargo. A trade broker buys various types of cargo and resells them to traders for a small profit. In some special cases, a broker will know about some cargoes that the UFP/ITA will not. These may be anything from hazardous cargoes to items that require *very special handling*. In some cases, these cargoes may even be *slightly illegal*. To get a chance to ship these cargoes, the characters will have to pay a fee to the broker, usually of between 1 percent and 5 percent of the cargo's value. This may be reduced by 1 percent if the negotiator makes a successful Skill Roll against his rating in *Negotiation/Diplomacy*.



Speculative Trading

If the characters decide to buy their cargoes, they will have to find them first. We will assume that the characters know what cargo they wish to buy and where they intend to sell it, and can concentrate on the process of finding and buying the cargo they want.

If the characters decide to buy the cargo directly from the manufacturer, they will usually have to look for a while. For each day the characters look, they will have a 50 percent chance of finding a supplier with the type of cargo that they want, modified by the size of the world, the world's PTP, and their own skill and luck. The table below gives the appropriate modifiers, which are added to or subtracted from the chance to find the cargo. Then, the negotiating character rolls percentile dice. If the roll is less than or equal to the chance to find the cargo, the characters are successful and they have found a supplier who will sell them the cargo they want. If the roll is greater than the modified chance, then the characters may try again the next day.

MODIFIERS FOR FINDING SUPPLIER

Applicable Condition	Modifier
For Planetary Population Rating:	
Rating A	+10 percent
Rating B	+ 5 percent
Rating C	None
Rating D	- 5 percent
Rating E	-10 percent
Rating X	-15 percent
For PTP Rating Of Cargo Type Except Luxury:	
Rating H	-15 percent (Broker Only)
Rating G	-10 percent (Broker Only)
Rating F	- 5 percent (Broker Only)
Rating E	None
Rating D	None
Rating C	+ 5 percent
Rating B	+10 percent
Rating A	+15 percent
For PTP Rating Of Luxury Items:	
Rating D (items found or manufactured on planet)	+10 percent
Rating D (items not found or manufactured on planet)	+ 5 percent
Rating A	- 5 percent
For Attributes Of Negotiator:	
Luc 60 or higher	+ 5 percent
Luc 30 or lower	- 5 percent
For Skill Rating Of Negotiator:	
<i>Trade And Commerce</i> Rating 40+	+10 percent
<i>Streetwise</i> Rating 30+	+ 5 percent

The second option that the characters have is to buy from a trade broker. In fact, if the PTP code for a particular category of cargo is F, G, or H, that is the only way the characters will find the cargo, for they cannot buy that product directly from the supplier.

Of course, the characters must find a trade broker before they may buy from him. Trade brokers are almost as prevalent as ITA dispatchers. If the characters are at a small, medium or large spaceport, a trade broker will be found easily. Trade brokers are never found at primitive spaceports.

Once the characters have located a broker, the gamemaster will have to decide whether or not the broker has the cargo that the characters have in mind. Of course, the characters may wish to see what the broker has available, and possibly just buy something from his stock. For this reason, the gamemaster should again have a number of cargoes pre-generated.

If the characters are looking for a particular cargo, the gamemaster may simply decide whether or not he has it, or may want to roll for it. The roll is made in the same fashion as if the characters were buying the cargo from a manufacturer, with the same modifiers. The base chance for success from a trade broker is somewhat higher, at 75 percent. If the broker does not have the cargo for which the characters are looking, they may try another broker the next day. Many successful traders will have several brokers that they can check in with on any given planet.

In some cases, especially on Orion worlds, a kickback or bribe may help the character's chances that the broker will have a given cargo. A bribe of 0.5 percent of the value of the cargo (0.25 percent if the character makes a successful Skill Roll against his rating in *Bribery*) will improve the character's chances by another 5 percent.

BUYING THE CARGO

No matter where the cargo is found, the trader must then negotiate a purchase price. The purchase price is calculated from the PTP codes and the Base Price for that cargo type. The whole cargo is purchased at the modified base price, as the Product Consumption Rate does not apply to purchases. Once again, to find the purchase price, multiply the Base Price for the cargo type by the trade modifier determined from the PTP.

Reducing The Purchase Price

It is possible to reduce the trade modifier and thus the purchase price by successfully using skill in *Trade And Commerce*. The negotiator makes an unmodified Skill Roll against his rating in *Trade And Commerce*. If the roll is successful, the trade modifier is reduced one level. If, however, the roll is a failure, the trade modifier is *raised* one level!

The trader may make this attempt only once per cargo. Only one member of the crew may try. If one of the characters fails the attempt, the rest of the crew must live with the result. Likewise, if the attempt was successful, another member of the crew may not try again in order to reduce the price further.

As an example, we will assume that a trader with a *Trade and Commerce* Skill Rating of 43 is trying to buy a hold full of Food and Agricultural Products at level B. The Base Price for this item is 700 Credits. When the trade modifier of .5 is applied, the purchase price would normally become 350 Credits. To reduce the trade modifier one level to .25, the trader must roll a 43 or less on percentile dice. The skill roll is made, and he is able to buy the entire lot at 175 Credits per SCU, the selling price with a PTP level of A.

If the skill roll had failed, however, the trade modifier would have been raised to .75, at PTP level C. The hapless trader would have had to pay 525 Credits per SCU for the entire lot.

Paying The Brokerage Fee

If the cargo was purchased through a trade broker, the trader will have to pay a broker fee before he can pick up the cargo. This fee is usually from 1 percent to 5 percent of the final purchase price of the cargo. To determine the exact fee, roll one die and divide the result by two, rounding up.

This fee may be reduced also if the trader can successfully use his skill in *Negotiation/Diplomacy* by successfully making an unmodified Skill Roll. If he is successful, the fee will be reduced by 1 percent, but a minimum fee of 1 percent will always be charged.

If the cargo of Foodstuffs mentioned above was purchased through a trade broker, the gamemaster would first calculate the brokerage fee by rolling 1D10 and dividing by 2. His roll is 5, making the broker's fee 2.5 percent, rounded up to 3 percent.

The negotiating character attempts to reduce this fee by applying his *Negotiation/Diplomacy* skill. If he can do this successfully, the fee will be reduced to 2 percent. The roll is not successful, however. Assuming the characters bought 1000 SCU of the cargo at 700 Cr per SCU, the final purchase price would be 700,000 Cr. The 3 percent brokerage fee would cost an additional 21,000 Cr.

If the negotiating character had bribed the broker to get this cargo, the bribe would cost either 3500 Cr if the *Bribery* Skill Roll was unsuccessful or 1750 Credits if the roll was successful.

Paying For The Cargo

Once the price has been negotiated, the characters will have to pay for the cargo. If the characters need cash for the purposes of financing their trade operation, small trade loans are available. Unlike the starship loans discussed earlier, small trade loans are designed to be paid back in a relatively short period of time. The amount of each payment will depend upon both the length of time taken to pay back the loan and the institution lending the money. Banks will lend money at a lower interest rate than Finance Institutions, but are less likely to grant the loan. Also, the likelihood of being granted a shorter term loan is greater than that of a long-term loan.

Again, one of the characters will have to act as spokesman for the group, and apply for the loan. This character will have to make a Saving Roll for approval, with modifiers applied for his attribute scores, his skill ratings, his background, and his credit history. The different types of loans and the targets for their approval rolls are listed in the Short Term Loan Acceptance Table below, along with all the modifiers that apply.

SHORT TERM LOAN ACCEPTANCE TABLE

Lending Institution	Loan Term	Payment Percentage	Total Interest	Roll Needed For Acceptance
Bank	6 mo	18 percent	108 percent	60 percent
Bank	12 mo	10 percent	120 percent	65 percent
Bank	24 mo	6 percent	144 percent	70 percent
Bank	48 mo	3.5 percent	168 percent	75 percent
Finance Co.	6 mo	20 percent	120 percent	40 percent
Finance Co.	12 mo	12 percent	144 percent	45 percent
Finance Co.	24 mo	7.5 percent	180 percent	50 percent
Finance Co.	48 mo	4 percent	192 percent	55 percent

MODIFIERS FOR ACCEPTANCE

For Background Of Applicant:

For each year spent in Star Fleet active service	- 3 percent
For each year as an active trader	- 1 percent
Star Fleet rank of Captain or above	-10 percent
Attended Merchant Academy	- 5 percent
Criminal record (smuggling, etc.)	+15 percent

For Applicant's Previous Loan History:

Paid off earlier loan on time	- 5 percent
Defaulted on earlier loan	+20 percent

For Applicant's Attributes And Skills:

LUC 70 or more	- 5 percent
LUC 20 or less	+ 5 percent
Negotiation/Diplomacy Skill Rating 60 or higher	- 5 percent

SHIPPING CONTRACTS

If the characters are speculating on a cargo, no contracts will be needed. The cargo is theirs when they buy it. In shipping for hire, however, contracts will be needed. The contract protects both the cargo's owner and the hauler of the cargo. In the game, contracts should be kept very simple, but the trader should still understand what the contract requires of him. Some of the more common clauses in shipping-for-hire contracts include point-to-point delivery, time-critical shipping, and other special arrangements. If the terms of the contract are not fulfilled, there usually are penalty clauses written into the contract.

Point-To-Point Delivery

This clause calls for the trader to provide the manpower and transportation to deliver the cargo from the sending firm to the starship, and then from the starship to the receiving firm.

Time-Critical Shipping

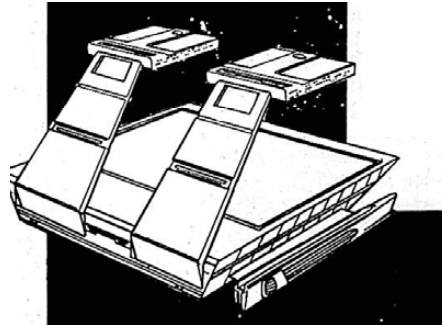
The contract will actually state when the cargo must arrive. Most of the time this will be a reasonable amount of time with allowances for service, short delays, and so forth, but may occasionally be impossible with a slow ship. If the time in which the cargo must be delivered is too short for the speed of the characters' ship, this type of contract should be avoided. A grace period of 50 percent of the delivery time is usually allowed, but the amount of time allowed to ship the cargo and the length of the grace period should be agreed upon in the contract.

Special Arrangements

There may be other, special arrangements in the contract. These could include special routes, multiple deliveries, and extraordinary shipping conditions. A contract with special arrangements may also include time-critical and point-to-point clauses.

Penalty Clauses

Any shipping contract will contain penalty clauses. These include late penalties and penalties for damaged or lost goods. These penalties are up to the gamemaster and should be fair. A penalty of 10 percent of the agreed-upon shipping charges per day beyond the grace period is standard. All penalties should be stated before the contract is agreed to by both parties. For purposes of the game, the information in the contract could even be written out. This can eliminate arguments at later times, and need not be written in "legalese". The idea here is to make things flow more smoothly, not bog them down needlessly.



Delivery Charge

Once the information in the contract has been presented, the players must decide what they will charge to haul the cargo. This should be based on the operating costs of the player's ship, with a fair profit included. The gamemaster will have to decide what sounds like a fair profit, as this text cannot cover all circumstances. The usual shipping fees in the ITA are about 25 percent above the operating expenses. Of course, the characters may ask for a higher fee, but their employer may decide to find less expensive help elsewhere.

To determine whether or not the employer backs out of the contract, a saving roll is required upon completion of the negotiations. There is always a straight 10 percent chance that the employer will decide to find another shipper for his goods. This chance is modified by the price asked by the characters, and the negotiating character's *Negotiation/Diplomacy* skill. For every percentage point above 25 percent that the players ask, add 1 to the chance for backing out. If the negotiating character's Skill Rating in *Negotiation/Diplomacy* is between 20 and 40, subtract 5 from the chance, and if it is above 40, subtract 10 from the chance. Only one character may negotiate with the employer for the shipping fee, and so the players would be wise to let the character with the highest *Negotiation/Diplomacy* skill work out the details of the contract.

OPERATING EXPENSES

Starships are costly to operate. In addition to paying off the loan used to purchase the ship, the characters will also have to pay for monthly upkeep, excessive speed costs, and crew's wages. Of course, once these costs are totalled, the players will be able to judge the fees they will want to charge their customers.

When finding the cost of shipping, it is helpful to use two separate time scales. The first is a monthly cost schedule. Because most expenses are paid on a monthly basis, this is a good starting point. The other time scale is the daily operating costs. This is useful because travel times are usually given in days.

The monthly cost of operation is calculated by adding the monthly ship payment, the monthly upkeep charges, the excessive speed costs, and the crew's monthly wages. Then, divide the monthly cost by 30 to get the daily cost of operation.

Ship Payment

The ship payment is simple to calculate. Simply multiply the total price of the ship by the percentage of the loan that must be made monthly. This is given in the tables from the section on **Financing The Purchase**. This cost is fixed and will not vary from month to month.

Monthly Upkeep

Monthly upkeep is 3 Cr per ton for in-system boats, and 6 Cr per ton for interstellar ships. This represents refueling, topping off the oxygen and water tanks, and replenishing the food synthesizers and other consumables.

Excessive Speed Costs

Excessive Speed Costs reflect the added wear and tear on a ship that routinely travels at higher speeds. These depend on both the ship's average speed for the trip and how well the ship is maintained. Most traders would rather pay the extra costs and deliver the cargo faster. These costs can be found in the Excessive Speed Costs Table.

One interesting fact about excessive speed cost is that the players may elect not to pay them. If this is the case, the ship's Confidence Factor is reduced by a percentage based on the average speed traveled.

Traveling faster than Maximum Safe Speed, as given in the Ship Data Table for the ship in question, adds 20 percent to the above costs, *and* subtracts 20 from the CF.

EXCESSIVE SPEED COSTS TABLE

Speed Traveled	Speed Cost	CF Reduction
Warp 1-3	No Penalty	No Penalty
Warp 4-6	10 percent of Monthly Upkeep	10 percent
Warp 7-9	25 percent of Monthly Upkeep	20 percent
Warp 10+	40 percent of Monthly Upkeep	30 percent

Crew Wages

The last element of operating costs are the monthly wages for the crew. Because it would be difficult and time-consuming to figure each wage separately on large ships, we will use an average of 300 Cr per month per crew member. This amount reflects the fact that a larger percentage of the crew will be in the lower-paying jobs, such as cargo handler and security officer. Of course, the players may compute this cost by adding all their crew's salaries together if they wish to take the extra time to do so, and on small vessels crewed only by player characters, this is the recommended procedure.

Calculating Operation Costs

To determine the Monthly Operation Cost, add up the monthly ship payment, the monthly ship upkeep, the excessive speed costs, and the monthly crew wages. To determine the Daily Operation Cost, divide this number by 30.

Cost Per SCU-Day

More important than the operation costs is that cost figure spread out over the amount of cargo that the ship can carry. This is called the cost per SCU-day. This number is especially useful if the characters are hauling more than one cargo, as this number will allow them to charge only for the space that a particular cargo uses.

To find the cost per SCU-day, simply divide the Daily Operating Cost by the number of SCU that the ship can carry. The cost per SCU-day is especially useful, because it allows the characters to charge only for the cargo space used by a particular cargo.

Calculating Actual Shipping Costs

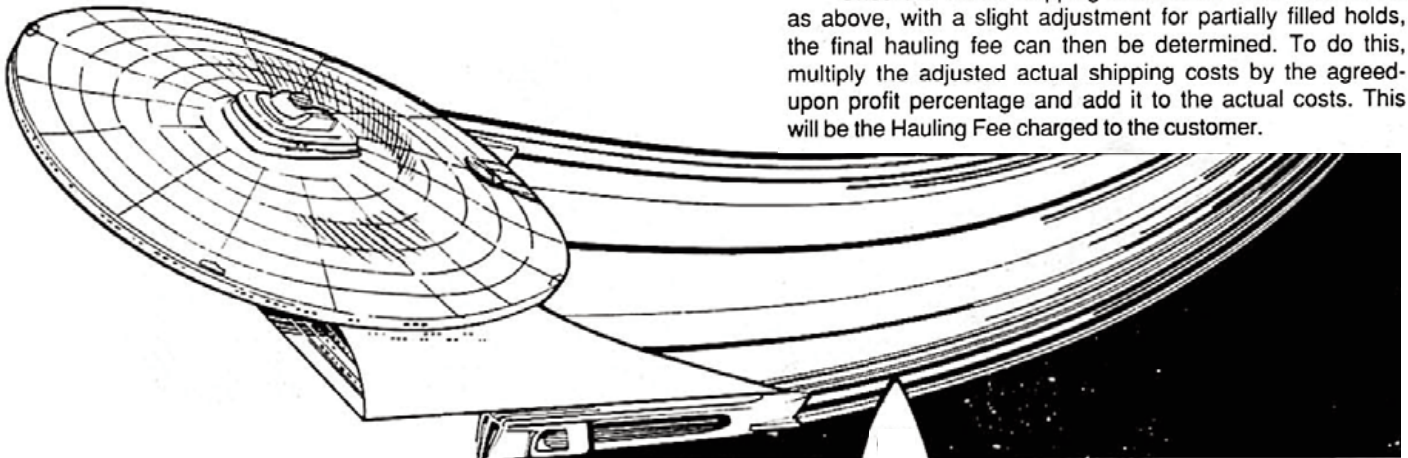
If the Cost Per SCU-Day is multiplied by the actual number of SCU that a particular cargo takes up in the hold, the daily cost of that cargo is computed. Multiplying again by the shipping time in days will give the cost of shipping that cargo.

Both of these calculations assume the hold is full. Whereas this is a highly desirable situation, it is usually difficult to achieve. In fact, empty space in the hold costs just as much as filled space. If the hold is partly empty, the actual costs for the cargo being shipped are greater than the costs just calculated, because the cargo must also pay the empty space costs. If the hold is only half-full, the actual costs are double what has been calculated.

Thus, when calculating the SCU-day charges, the characters should inflate those charges somewhat, remembering that they may not fill that hold completely. The amount of inflation should not be too severe or it will drive prospective customers to other shippers. On the other hand, charges that are set below the actual cargo hold usage will push a trader toward bankruptcy very quickly.

Calculating The Hauling Fee

Once the actual shipping costs have been determined as above, with a slight adjustment for partially filled holds, the final hauling fee can then be determined. To do this, multiply the adjusted actual shipping costs by the agreed-upon profit percentage and add it to the actual costs. This will be the Hauling Fee charged to the customer.



To illustrate the costs of operation, we will use an *Argon* class trade ship and her crew as examples. The *Argon* costs 35,000,000 Credits and has a standard crew of 18. Her maximum speed is warp 5, and she can carry 7200 SCU of cargo.

We will assume that the crew is buying her new, and has secured a Federation-supported 20-year loan. The monthly payment rate for that type of loan is .85 percent, so we multiply the cost of the ship by .0085 to find the monthly payment. The monthly payment for this ship is 297,500 Cr.

The *Argon* weighs 15,000 metric tons. By multiplying that weight by 6 Cr per ton monthly upkeep for starships, we find that the monthly upkeep is 90,000 Cr.

We can assume that the characters will prefer to travel at the maximum safe speed of Warp 5. Multiplying the monthly upkeep by the excessive speed modifier of .10 gives the excessive speed cost of 9000 Cr.

In order to calculate ship's crew wages, we will use the average of 300 Cr per month per crew member. With 18 crew members, our total crew wages are 5400 Cr per month.

The four numbers are now added together to give us the total Monthly Cost of Operation:

Monthly Ship Payment	297,500 Cr
Monthly Upkeep	90,000 Cr
Excessive Speed Costs	9,000 Cr
Ship's Crew's Wages	5,400 Cr
Total Cost	401,900 Cr

From the Monthly Cost of Operation, we can now figure a Daily Cost of Operation. We simply divide the Total Monthly Cost by 30, and get a figure of 13,400 Cr per day.

To find the cost per SCU-day, the daily operating cost of 13,400 Cr is divided by the 7200 SCU of cargo space, for a final cost of 1.86 Cr per SCU-day.

If the characters were hauling for two separate customers, the cost per SCU-day becomes extremely important. To find the cost of each cargo on a daily basis, simply multiply the number of SCU of cargo by the Cost Per SCU-Day rate. Customer A's 1000 SCU of cargo will cost 1860 Credits per day (1000 SCU x 1.86) to haul, and Customer B's 1500 SCU of cargo will cost 2790 Cr per day. If a shipping fee of 5 percent is added to the bill, these two fees become 1953 Cr per day (1860 x .05 = 93, 1860 + 93 = 1953) and 2930 Cr per day respectively.

Finally, the time traveled must be figured into the bill. If the trip takes ten days of travel time, Customer A will be charged 19,530 Cr (1953 Cr/day x 10 days) and Customer B will be charged 29,300 Cr. Of course, our traders had better have some other cargo in the hold, or they will quickly go bankrupt. The characters should always remember the trader's motto: An empty hold costs money.

UNFORESEEN PROBLEMS

Sometimes, despite the best of intentions, mishaps occur. This is especially true with starships. The problem can be virtually eliminated by keeping the ship well-maintained. If, however, the ship's Confidence Factor ever falls below 90 percent, there is a chance that something will go wrong.

Once per month, the gamemaster should make a Saving Roll against the CF. If the roll is equal to or less than the CF, nothing happens. If the roll is higher than the CF, a problem will occur to the ship. To find out just what happens, the gamemaster may either select a mishap from the Starship Mishap Table below, or may roll percentile dice to find the result. Following the table are the definitions of each mishap.

STARSHIP MISHAP TABLE

Percent Roll	Result
01 – 20	Warp Drive Failure
21 – 30	Impulse Engine Failure
31 – 50	Computer Breakdown
51 – 60	Computer Brain Malfunction
61 – 70	Weapons Control Malfunction
71 – 75	Weapon Breakdown
76 – 80	Weapon Malfunction
81 – 90	Deflector Control Malfunction
91 – 95	Shield Generator Breakdown
96 – 00	Shield Generator Malfunction

Table Explanations

Warp Drive Failure: Subtract 1D10 damage points from one warp engine; to determine which engine, roll 1D10, with 1 – 5 being the port engine and 6 – 10 being the starboard engine. The warp engines are shut down until repaired and/or balanced.

Impulse Engine Failure: Maximum warp speed reduced by 1. No movement in Starship Combat until the engine is repaired.

Computer Breakdown: No sensors, weapons, or shields. Warp and impulse engines shut down until repaired.

Computer Brain Malfunction: All higher functions of the computer are lost including Library Data, Computing, and Astrogation. All weapon fire has an automatic +1 penalty.

Weapons Control Malfunction: All weapons are inactive until controls are repaired.

Weapon Breakdown: One weapons subsystem (torpedo tube, phaser, or laser bank, determined randomly) breaks down. That system must be repaired before use.

Weapon Malfunction: One weapons sub-system (determine randomly, see above) is reduced to half damage until system is repaired.

Deflector Control Malfunction: All deflector shields inactive until controls are repaired.

Shield Generator Breakdown: One of the shield generators (determine randomly) breaks down. That shield may not be raised until repaired.

Shield Generator Malfunction: One of the shield generators (determine randomly) is reduced to half power until repaired.

The gamemaster may decide to allow the mishap to occur immediately, or may wait until a fitting opportunity. For example, if the scenario would work better if the ship broke down at a particular time in the trip, the gamemaster may wait until the moment is right. In fact, the gamemaster may decide that a malfunction happens without rolling dice if the adventure would work better that way. The gamemaster may also decide *not* to roll for a mishap.

A mishap may also occur whenever the ship is pushed too hard for any reason. Examples include running the ship above its Maximum Safe Cruise Speed, entering combat, and possibly even making a high stress maneuver. This represents deterioration from the added strain placed upon the ship whenever it is run too fast or the fact that a ship entering combat is suddenly powered up to peak efficiency, and the power surges can burn out systems if the players are unlucky. The gamemaster may decide upon other situations requiring this saving roll.

When the roll is made, the target is the ship's CF. The same results apply as if a monthly check had been made against the CF. In any case, the CF will not be reduced by an extra stress roll of this nature; the only result will be a possible mishap. The CF reduction roll is only made once a month.

Adjusting The CF

Whether a mishap occurred or not (and even if the gamemasters decide not to roll for the mishap), the ship's CF has a chance of being reduced once per month, due to normal wear and tear. The amount of the reduction depends upon the age of the ship; a new ship's CF will not drop as quickly as one belonging to an old ship. The amount of reduction may be found in the CF Reduction table below. If the result is less than 1, the CF does not change for that month.

CF REDUCTION TABLE	
Age	Reduction
1 to 9 years	1D10 - 5
10 to 19 years	1D10 - 4
20 to 29 years	1D10 - 3
30 to 39 years	1D10 - 2
40 to 49 years	1D10 - 1
50 years and older	1D10

The CF can never be raised except by repairs to the ship. The CF can also be reduced by the results of the mishap roll. Apply the same reductions and repairs as given in the section on **The Confidence Level And Combat Damage**,

INSURANCE

There are many unforeseen problems that can plague a trader. These include delays, piracy, hijacking, accidental damage and spoilage, and outright fraud. The solution to many of these problems is insurance.

Insurance can be purchased that will replace damaged or stolen goods, repair accidentally damaged ships, and help pay the trader's medical bills. Each of these is a separate policy, and each is handled differently. Insurance is mostly a gamble. The company selling the insurance is betting that the buyer will not make a claim on the insurance. Thus, what the buyer pays for the insurance depends on how much of a risk he is. A trader shipping a hold full of diamonds is a higher risk than one shipping a hold full of coal, and so he will pay more.

Using the basic guidelines below, almost anything can be insured. Generally speaking, a value must be assigned to the item and a risk assigned. For example, if a ship is being insured, the risk will depend on where it is being operated. A ship hauling cargo in the Triangle is in more danger than a ship making the Terra-Vulcan run. The gamemaster should try to assign a risk value to the item that is fair.

Of course, the addition of insurance to the trader campaign also creates the opportunity for other scenario ideas. Perhaps the characters are working for an insurance company that has insured a very valuable cargo that has been stolen. If the characters can recover the cargo (and possibly even capture the thieves), they will be eligible for a finder's fee. The standard finder's fee for recovering stolen merchandise is 10 percent of the value of the cargo. The gamemaster is urged to be as creative in building the mystery as possible.

Calculating Premiums

The basic value of a cargo is based on the amount of space in the cargo hold. The insurance companies assume that the trader is going to fill the hold to maximum. From the Trade Good Values Table in the **Definitions** section, we find that cargos tend to have unmodified values from 700 Cr to 2200 Cr per SCU.

The trader decides how much he wishes to insure, but he should keep in mind that if the value of the cargo is greater than the insured value, the insurance company will only pay the maximum amount insured. Most insurance companies feel that, within the Federation, there is about a 1 percent chance that a cargo is going to be damaged or destroyed. The rate is doubled for fringe areas like the Triangle. The amount paid for such insurance is 1 percent of the insured value per year, paid monthly, quarterly, or annually.

If the trader intends to ship more than one cargo type on a regular basis, the larger value of the two cargoes will be used to calculate the value of the entire cargo for insurance premium purposes. If the trader decides to ship mostly agricultural supplies and raw materials, the average value of the cargo will be 1000 Cr per SCU. If we use the *Argon* Class trade ship for our example, it has 7200 SCU of cargo space, and a full cargo (even if mixed) would be worth 7,200,000 Cr at 1000 Cr per SCU. Thus, to cover the whole cargo, the trader should buy 7 to 8 MCr of cargo insurance. The cost would be 1 percent of 8,000,000 Cr, or 80,000 Cr per year.

Raising Premiums

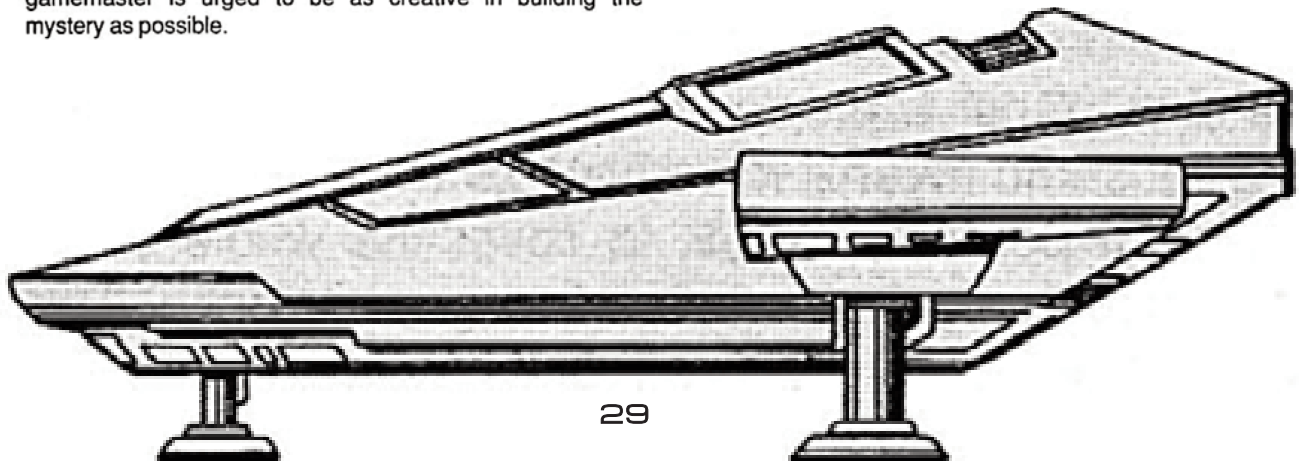
Additional risk may be determined if the trader makes too many claims against the insurance company. Each time the trader files an insurance claim, there is a 50 percent chance that the rate will increase by 1 percent. This may be modified by the gamemaster depending on the circumstances.

In our example above, the trader is carrying a cargo of raw materials that were purchased for 500 Cr per SCU. The value of the cargo is 3,600,000 Cr (7200 x 500 Cr), which is well below the insured rate of 8,000,000 Cr. If the cargo is accidentally destroyed, the trader will receive 3,600,000 Cr for the lost cargo. The gamemaster rolls percentile dice, with a result of 55. Because the roll is greater than 50, this means that the trader's insurance rates will increase by another 1 percent to a total rate of 2 percent the following year. The new insurance premium will be 160,000 Cr.

Paying Claims

Insurance claims will be paid if the cargo is accidentally damaged or stolen by pirates or hijackers. The amount paid is the actual value of the cargo, not the full amount insured.

Claims will *not* be paid if they are the result of acts of war. A Klingon ship attacking a Federation trader is considered an act of war—unless the Klingon is operating without official sanction as a pirate. The same attack by an unidentified ship would be considered piracy.



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SELLING THE CARGO

Selling a cargo is simply the reverse of buying a cargo. The trader must find a buyer, fix a price, and transfer the goods.

A trader who is selling on speculation will have to actually sell his cargo if he wants to see a profit. As with shipping-for-hire, the characters should know how much the trip has cost them, so that they may find a price that will more than cover their expenses. Thus, they should always know the price code at their destination for the cargo they are hauling.

Finding a Buyer

There are four levels of buyers for a cargo at any spaceport of a reasonable size. These are the trade broker, the wholesaler, the retailer, and the consumer. The difficulty of finding an interested buyer increases as you go from trade broker to consumer, but the profits increase, as shown in the table below.

BUYERS FOR CARGOES		
Buyer Type	Daily Chance To Find	Percent Of Final Sale Price Paid
Trade Broker	100 percent	75 percent
Wholesaler	80 percent	85 percent
Retailer	50 percent	95 percent
Consumer	20 percent	100 percent

If the characters are landing at a small, medium, or large spaceport, a trade broker will always be available and very easy to find. If the destination planet has a primitive spaceport or no spaceport at all, and thus has no trade broker, goods may still be sold, but only to the remaining three.

The above percentage chances are only the average chance of finding a particular buyer for the cargo. Individual factors based on the skills and attributes of the character who is doing the negotiations will modify those chances. As always, only one of the characters may lead the expedition to find a buyer each day. The following gives the modifiers to the base chance for finding an interested buyer.

MODIFIERS TO FINDING BUYER	
For Planetary Population Rating:	
Rating A or B	+10 percent
Rating D, E, or X	-10 percent
For PTP Code Of Cargo, Except Luxury:	
Code H	+10 percent
Code F or G	+5 percent
Code B	-5 percent
Code A	-10 percent
Luxury Cargo	+5 percent
For Attributes And Skill Of Salesman:	
LUC 60 or higher	+5 percent
LUC 30 or lower	-5 percent
Trade and Commerce Skill Rating 40+	+10 percent

If the character who is looking for the buyer is unsuccessful, he will have to wait until the next day and try again.

Fixing A Price

The section titled **Definitions** detailed how the PTP determined the trade modifier, and how the trade modifier and the Base Price of a certain cargo type determined the buying/selling price of the cargo. Furthermore, that section showed how the Population Rating became a modifier that affected the Base Consumption Rate to determine the Product Consumption Rate.

The full selling price will only apply to cargo sold up to the Product Consumption Rate. After that, the trade modifier (and thus the price) drops for any SCU sold until the Product Consumption Rate is reached again. The price of any more cargo sold drops in the same way. This means that, if the players are selling fewer than the number of SCU given by the Product Consumption Rate, they will receive the full price for each SCU sold. Afterward, for each multiple of the consumption rate, the trade modifier (and thus the price) for each SCU will be reduced by one step.

Negotiating For Profit

Once the selling price and Product Consumption Rate are determined, the trader may set about trying to negotiate a higher sales price or a greater demand for the goods. The characters will first have to decide which would be preferable, however, as only one of the two is possible.

To affect the final sales price, the negotiating character will have to make a Skill Roll against his rating in *Trade and Commerce*. If the roll is successful, the final sale price will be raised by one level. If the roll was failed, the price will be *reduced* by one level. The increased sale price will do two things. First, it will bring in more money for each SCU sold. Second, it will allow more SCU (actually up to the Product Consumption Rate) to be sold without dropping below the original sale price.

The characters may alternately decide to try to alter the consumption rate. The negotiating character makes a Skill Roll as above, and if it is successful, the modifier for the Population Rating is raised one level. This increases the Product Consumption Rate as if the planet's population were one step larger. Similarly, if the roll failed, the Population Rating modifier would be reduced by one step, giving a Product Consumption Rate as though for a planet one size smaller. The players should not bother with this type of skill roll if the planet already has a population rating of *A*, because the modifier cannot be increased further. Likewise, if the population rating were *X*, the characters would have nothing to lose by trying the save, because the modifier cannot be reduced.

The consumption levels can also be used by the game-master to push the characters toward a goal or adventure scenario. For example, the gamemaster may decide that the market to which the characters are trying to sell has recently been flooded by the same type of merchandise that the characters have. If this is the case, the consumption level may be artificially reduced by one or more levels. This could even force the characters into an adventure. They may have to 'get the goods' on a competitor who is undercutting them or possibly making illegal deals. They may also be forced to perform some sort of odd job to raise the cash they would have received for their cargo in order to make their next ship payment. Like any other idea, this should not be over-used, but can make things interesting for the characters once in a while.

Calculating Final Selling Price

After the characters have tried to increase their profits, the final selling price is calculated. The number of SCU that will be sold is determined by the characters, using the Product Consumption Rate as a guide. They must choose whether it is better to keep some goods off the market or to sell at sometimes substantially reduced rates. The cost of the cargo per SCU-day will also come into play.

Most often, it will be better to sell the entire cargo than to sell only part, unless there is another planet close by that will take the remainder. After all, time is money, as is cargo space. It frequently is far better to take a bath all at once than to take it over a protracted period. It is easy to forget that cargo that remains in the hold costs money every day that it is there, and sooner or later, that cost will turn any potential profit into a loss. It may often be better to take a smaller profit, or even no profit at all, rather than bear the expense of retaining the goods for later sale.

Once the amount of goods to be sold is calculated, the number of SCU sold at each selling price level is multiplied by the appropriate selling price, based on the Product Consumption Rate. Then, these figures are totaled to reach the selling price for the cargo.

This selling price will only be paid to the trader by an interested consumer. Other potential buyers have their costs and profits to consider, and so the final selling price must be modified to account for these. A retailer will pay only 95 percent of this price, a wholesaler will pay only 85 percent, and the trade broker will pay least of all, only 75 percent of the calculated sale price.

Taxes And Tariffs

The Federation imposes a straight sales tax of 2 percent on any sales transacted on a Federation world. This tax is based on the actual sale price, which depends on who the buyer is, and not the calculated sale price. The tax is paid to the port's cargomaster when the cargo is sold.

If a cargo is smuggled in or the tax is otherwise avoided, and the offender is caught, the cargo will be confiscated, the offender's bank account frozen, and a fine imposed equal to twice the amount of the tax that should have been paid. The offender's ship will usually be impounded until the fine is paid. No compensation is paid to the offender for the confiscated cargo.

Because the Federation believes in promoting free trade, no member planet is allowed to charge a tariff on cargo being imported from another member planet. If the cargo is coming from a non-member, a simple 2 percent tariff is charged on the value of the cargo. The tariff is collected at the same time that the taxes are paid, with the same penalties.

Tariff violations are more difficult to police, however, because the records are easier to forge. Should the characters decide to try it, the forger needs a successful skill roll against his unmodified *Forgery* rating to have the forged records accepted. If the forgery is discovered, the penalties are the same as for non-payment of the trade tax.

Non-Federation worlds impose a wider variety of trade regulations and tariffs, much of which must be left to the gamemaster. Most planets will impose a 1 to 10 percent tariff. Penalties for non-payment of tariffs on non-Federation planets range from high fines to imprisonment. Exact penalties will vary with the planet involved, and so the gamemaster should decide what the tariffs and penalties are before the characters arrive.

Assume that the leader of the character's party has *Trade and Commerce* skill rating of 39. The characters have landed on Cait with 2100 SCU of normal minerals (the second item in the PTP) and 2500 SCU of high tech goods (the seventh item). The PTP codes for these two cargos are *E* and *G* respectively, while Cait has a population code of *C*. We will assume that the characters bought both of these at a PTP level of *C*.

The character decides to sell the normal minerals first. The Base Consumption Rate for minerals on Cait is 700 SCU, and the modifier for the Population Rating of *C* is 1; thus, the Product Consumption rate is 700 SCU. The Base Price for minerals is 1000 Cr per SCU, and the trade multiplier for PTP *E* is 1.25; thus, the selling price is 1250 Cr per SCU for the first 700 SCU. The price would drop to 1000 Cr per SCU for the next 700 SCU, and to 750 Cr for the third 700 SCU.

Because the cargo was purchased at PTP code *C*, which gives a trade modifier of .75, it costs 750 Cr per SCU. This figure is the lowest price the traders can accept and not lose money just on the transfer of goods. But this figure ignores their costs, which would actually require them to sell the cargo at more than the 750 Cr per SCU they paid for it.

The amount they would receive for this cargo, should they choose not to attempt to increase their profits, would be:

700 SCU x 1250 Cr per SCU = 875,000 Cr
 700 SCU x 1000 Cr per SCU = 700,000 Cr
 Total: 1400 SCU sold for 1,575,000 Cr

With only 1400 SCU of minerals sold, the characters have another 700 SCU of minerals to sell. Because of this, they decide to attempt to increase their profits by raising the trade multiplier and thus the selling price. The negotiating character makes a Skill Roll against his rating of 39 in *Trade And Commerce*, rolling a 27. The successful roll raises the trade modifier for the first 700 SCU from 1.25 to 1.50, for the second 700 SCU from 1.00 to 1.25, and for the third 700 SCU from .75 to 1.00. The amount that would be received is now:

700 SCU x 1500 Cr per SCU = 1,050,000 Cr
 700 SCU x 1250 Cr per SCU = 875,000 Cr
 700 SCU x 1000 Cr per SCU = 700,000 Cr
 Total: 2100 SCU sold for 2,625,000 Cr

If the roll had failed, the characters would only have received 1000 Credits (code *D*) for their first 700 SCU, and would have had to sell the rest of their cargo at a loss or decline to sell it on Cait at this time. Had they chosen not to sell, they could have left the minerals in their hold to be sold elsewhere, or they could have stored the minerals in a warehouse on Cait to sell there later. Warehousing costs are discussed in the section on *Judging Spaceport Operations*,

After selling the minerals, the characters decide to sell their high tech goods. The Base Consumption Rate for high tech goods is 500 SCU and the Base Selling Price is 2200 Cr per SCU. Because the PTP code for high tech goods is G, the trade modifier is 1.75 for the first 500 SCU, 1.50 for the second 500 SCU, 1.25 for the third 500 SCU, and so on. This means that the first 500 SCU may be sold at 3850 Cr per SCU, the second 500 SCU at 3300 Cr per SCU, and so on.

Because this cargo was also purchased at a PTP code of C, it cost 1650 Credits per SCU, but only 2000 SCU can be sold at a profit. Unfortunately, the characters bought 2500 SCU of high tech goods, planning to sell the extra in the same way they sold their minerals. This time, they decide to try affecting the consumption rate for this cargo, hoping to raise the Population Rating modifier from .5 to 1 and thus the Product Consumption rate to 1000 SCU. The negotiating character makes a Skill Roll against his rating of 39 in *Trade And Commerce*, rolling a 78 and missing entirely. This means that the cargo must be sold at a Population Rating modifier of .25 instead, dropping the Product Consumption Rate to 250 SCU. The characters will have the following sale price for their high tech merchandise:

250 SCU x 3850 Cr per SCU = 962,500 Cr
 250 SCU x 3300 Cr per SCU = 825,000 Cr
 250 SCU x 2750 Cr per SCU = 687,500 Cr
 250 SCU x 2200 Cr per SCU = 550,000 Cr
 Total: 1000 SCU sold 3,025,000 Cr

If the skill roll had been successful this time, the characters would have sold their entire cargo at a Product Consumption Rate of 1000 SCU, and left the populace wanting more! Instead, the characters only sold a total of 1000 SCU of their high tech items. The gamble, though lost this time, was worthwhile.

The total sale price for the trip was 5,650,000 Credits, with 1250 SCU of high tech goods left in their hold. Because one type of cargo may be sold only once per trip, the rest of the high tech goods will have to be sold elsewhere.

The characters must actually sell their goods now. Depending upon who they talked into buying the cargo, they will receive:

Purchaser	Percent Of Price	Gross Sales	Net Profit
Consumer	100 percent	5,650,000 Cr	2,425,000 Cr
Retailer	95 percent	5,367,500 Cr	2,142,500 Cr
Wholesaler	85 percent	4,802,500 Cr	1,577,500 Cr
Trade Broker	75 percent	4,237,500 Cr	1,012,500 Cr

Because the characters are selling their cargo on Cait, a simple 2 percent tax will be applied. If the cargo was sold to a consumer, the tax would amount to 113,000 Cr, while the tax would only be 84,740 Cr if the cargo were sold to a trade broker.

PASSENGER SERVICE

People without starships need to get from one place to another just as much as they need to ship their cargoes. This offers a chance for the trader to make a nice profit by just carrying those passengers from point A to point B.

Committing one's ship to passenger service means making a few sacrifices, however. For one thing, the ship will have to have extra staterooms installed more or less permanently in the ship. This means eliminating some or all of the cargo hold. More personnel, in the form of pursers and stewards, will have to be added to the payroll.

Furthermore, a more rigid schedule must be followed, because those passengers have a right to arrive quickly and safely at their destination. The passenger liner will usually have to commit to a certain route, to give those passengers those assurances.

Thus, the traders will have to decide for themselves whether this is a step to take or not. This section will give some basic ideas what travel fares will cost, should one or more player have to travel on one of these vessels.

Accommodations

A passenger ship requires a certain amount of space for each of the passengers on board. The amount of space, however, will be determined by how much the passenger is willing to pay. There are three classes of travel: second class, first class, and luxury class. Each class gives the passenger twice as much space as the previous. This is accomplished by placing two second-class passengers in the same cabin that would be occupied by one first-class passenger, and a luxury passenger has two of those rooms connected by a door. Thus, if a ship has 100 staterooms, they would accommodate 100 first class passengers, 200 second class passengers, or 50 luxury class passengers.

One passenger stateroom takes up 27 SCU. This does not mean that the stateroom itself is that large, but that the stateroom, recreational and dining facilities, and medical facilities, for one individual adds up to 27 SCU. By contrast, crew members require only about 15 SCU apiece. Each stateroom costs 3000 Cr.

If a vessel is used only for passenger service, there will still have to be some cargo capacity. Passengers do have materials to transport, and any small cargoes shipped help defray the costs a little more. The usual arrangement is to leave about 10 percent of the cargo hold intact, using the rest for staterooms.

To calculate the maximum number of staterooms possible, divide the ship's cargo capacity in SCU by 32. This automatically adds in the 10 percent of the hold reserved for cargo, the various passenger service areas such as the dining area, and also the cost of the accommodations for the extra crew. It is handy to round this number off to the nearest five staterooms.

Charging For Transport

The next question is how much the trader should charge for transportation through space. Actually, the trader may charge anything he likes. If the prices seem too steep, he will simply not have many passengers. This section will help to establish what passenger service costs.

For purposes of discussion, we will assume that the trader wishes his vessel to be given over almost entirely to passenger service. This need not be the case, as there is nothing stopping a trader from installing ten staterooms and hauling both passengers and cargo. The degree of involvement is up to the trader.

In order to find out how much to charge the passengers, the characters will have to calculate the daily cost of operation (see **Operating Expenses**). Two of the figures will change slightly, however. The ship's payment will be raised by the costs of the renovations, and the crew's salaries will go up by the extra crew needed to take care of the passengers and their luggage (one crewmember per ten passengers). Monthly upkeep and excessive speed costs will not be affected.

Once the daily cost of operation has been determined, the cost of maintaining one stateroom, and therefore the cost of a first class passage, may be computed by dividing the number of staterooms into the daily cost.

Calculating Fares

As in shipping-for-hire, a fair amount of profit (from 5 to 15 percent) should be added to the daily cost of a stateroom to find the final one-day first-class fare. This amount would be multiplied by the number of days travel to give the total fare.

Second-class fares tend to be slightly more than half the first-class fare, because two people in the same stateroom make extra work and use twice as much consumables as does one. Luxury-class fares are about double the first-class rate, the savings in consumables making up for the cost of the extras luxury-class passengers expect.

The passenger will expect to eat two or three meals per day. The cost of these meals may be included in the ticket price, or they may be paid for restaurant-style at about 5, 10, or 20 Cr per meal for second, first, or luxury class respectively.

In this example, an *Argon* Class trade ship is to be converted over to full passenger service. The *Argon's* 7200 SCU of cargo space is divided by 32 and rounded to the nearest 5, giving 225 staterooms to be installed. Staterooms cost 3000 Cr apiece to install, and so the modification will cost 675,000 Cr (225 rooms x 3000 Cr).

To find out how many extra crewmembers are needed, divide the number of staterooms by 10, which means we will need another 22 crew members aboard the *Argon*. To find out how much cargo space is left, multiply the number of staterooms by 27 SCU to find how much room they and the support areas actually take; this gives 6075 SCU. Also, multiply the number of extra crew members by 15 SCU to determine how much room their staterooms occupy; this gives 330 SCU. The total is 6405 SCU, leaving 795 SCU for cargo.

To find out how much a single passage will cost, the Daily Operation Cost is calculated. The costs will simply be summarized here, because the process is identical to that for other trade operations. The only additions would be the cost of the alterations added to the monthly ship payments and the additional crew wages.

Monthly Ship Payment	260,738 Cr
Monthly Upkeep	90,000 Cr
Excessive Speed Costs	9,000 Cr
Ship's Crew Wages	12,000 Cr
Total Monthly Cost	371,738 Cr
Daily Cost of Operation	12,391 Cr

The daily cost of operation is divided by 255, for a stateroom cost of 55 Cr per day. Adding in a 5 percent profit (2.5 Credits) and two meals (10 Cr each, or 20 Cr) gives a ticket cost of 77.50 Cr per day for first-class passage. It would be reasonable to charge 40 Cr per day for second class and 155 Cr per day for luxury class.

JUDGING SPACEPORT OPERATIONS

Whether the trader is trying to locate a cargo or get rid of one, any time not spent in space is spent at the spaceport.

While in port, most characters will want to spend some time on rest and recreation (R&R). Most spaceports are attached to a large city. Some are large cities in themselves. There will usually be bars, restaurants, movies, stage shows, shopping, cultural museums, and many other forms of recreation and amusement. The prices for many of these services are discussed in the section on **Equipping The Trader Character**.

BERTHING AND STORAGE COSTS

When a ship makes planetfall or even stays in orbit, it will have to pay landing and berthing fees. Of course, if there is no spaceport on the planet that the tradership visits, no landing or berthing fees are usually required. Any of these arrangements may be altered or eliminated by the gamemaster if desired.

Landing Fees

The landing fee, which is paid whether or not the ship actually lands, costs .01 Cr per ton. This fee, along with any cargo taxes and tariffs, is collected by the portmaster. The fee, which is not negotiable, must be paid as soon as the trader lands. If a character does not check in immediately, his ship will be sealed and he will be arrested for tax evasion.

Berthing Fees

The berthing fee is only paid by ships that actually do land. Ships that remain in orbit need not pay a berthing fee. If the trader lands in a shuttle, a berthing fee will have to be paid to park it, but an extra landing fee will not be required for the shuttle. Berthing fees cost from 25 to 75 Cr per day for ships under 10,000 tons, including landing shuttles, and from 50 to 100 Cr per day for larger vessels.

CARGO HANDLING AND STORAGE

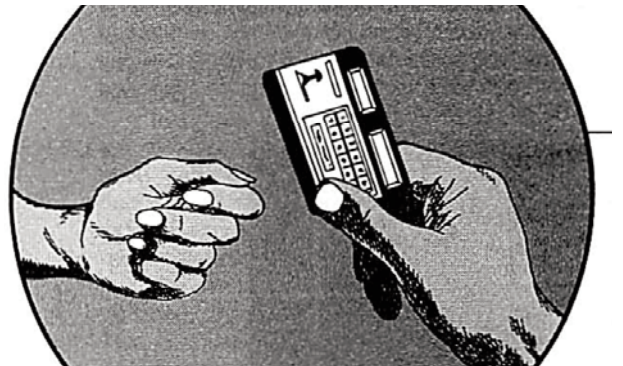
At times, a trader's cargo may have to be moved about a starport. On smaller ships, the crew may pitch in, but they are under no obligation to do so. Obviously, if the trader has a large crew with cargo handlers, the costs will be absorbed by the handlers' salaries.

Port Cargo Handlers

Often, however, the trader must hire the services of port cargo handlers. These men work for the starport, and a fee, based on the amount of cargo handled, is charged by the port cargo authority. The trader can expect to pay 1D10 + 5 Cr per KCU handled.

Warehousing

Under some conditions, the trader may have to store the cargo in a warehouse before loading into his ship's hold. This may be because some special modifications are to be made to the trader's ship, because the cargo must be inspected or quarantined, or because the trader's ship requires service. In these cases, a warehouse fee will be charged, based again on the number of KCU of cargo stored. Warehousing fees vary widely, but a good average is 2D10 Credits per KCU stored per day. Large discounts are usually given if the space will be leased for a month or more, with fees charged by the month.



BRIBES AND PAYOFFS

Bribes and payoffs occur on 30 percent of non-Vulcan and non-Edoan planets within the Federation, and on 60 percent of the planets outside the Federation. On Federation planets, these bribes can run from 1 to 5 percent (1D10/2 percent) of the cargo's net worth. On non-member planets, these fees are usually twice that (1D10 percent).

If the trader so desires, he may try to bargain these payments down. If the player can make a successful Skill Roll against his rating in *Bribery*, any bribes required will be reduced by half. If the roll is unsuccessful, the bribe will be doubled.

TRADE PROCEDURES OUTLINE

Obtaining a Cargo

- I. Shipping-for-hire
 - A. Locate the cargo (5D10 percent for specific type; otherwise 5D10 + 30 percent)
 1. From Patron
 2. By Advertising
 - a. Seller-placed ad
 - b. Shipper-placed ad (+10 percent chance)
 3. ITA dispatch office; non-member cost (1D10/2 percent of cargo value)
 - B. Draw up contract
 1. Calculate value of cargo space
 2. Agree on fees and penalties
 - C. Load cargo (1D10 / 2 Cr per 1000 SCU)
- II. Speculation
 - A. Locate the cargo
 1. Direct from manufacturer; 50 percent chance, apply modifiers
 2. From trade broker; apply modifiers
 - a. 90 percent at Large spaceport
 - b. 70 percent at Medium spaceport
 - c. 50 percent at Small spaceport
 - d. 20 percent at Primitive spaceport
 - B. Buy the cargo
 1. Determine the PTP rating for that cargo type
 2. Calculate purchase price
 - a. Attempt Skill Roll against *Trade and Commerce* rating if desired
 - 1) If successful, lower trade multiplier for cargo type
 - 2) If unsuccessful, raise trade multiplier for cargo type
 - b. Find Base Price for chosen cargo type
 - c. Multiply Base Price by adjusted trade multiplier to determine sale price
 3. Purchase the cargo at the price negotiated.
 - C. Load the cargo (1D10 / 2 Cr per 1000 SCU)

Cargo Disposal

- I. Shipping-for-hire
 - A. Cargo Delivery
 1. Cargo inspection
 2. Cargo offloaded (1D10 / 2 Cr per 1000 SCU)
 - B. Contract Settled
 1. Penalties assessed
 2. Shipping charges paid to trader
- II. Speculation
 - A. Locate a buyer; calculate die roll modifiers
 1. Trade Broker; 100 percent chance at any spaceport
 2. Wholesaler; 80 percent chance
 3. Retailer; 50 percent chance
 4. End-User; 20 percent chance
 - B. Decide on attempt to raise profits
 1. To affect the sale price
 - a. If successful, raise trade multiplier one level
 - b. If unsuccessful, drop trade multiplier one level
 2. To affect the consumption rate
 - a. If successful, raise Population Rating multiplier one level
 - b. If unsuccessful, drop Population Rating multiplier one level
 - C. Fixing a top sale price for cargo
 1. Determine adjusted trade multiplier for cargo type
 2. Check Base Price for cargo type
 3. Multiply base price by adjusted trade multiplier
 - D. Fixing demand for cargo (Product Consumption Rate)
 1. Determine Base Consumption Rate for cargo type
 2. Determine adjusted Population Rating multiplier
 3. Multiply Base Consumption Rate by adjusted Population Rating multiplier
 - E. Calculate the total sale price for any cargo sold
 1. Multiply cargo price by Product Consumption Rate for first lot of cargo
 2. Add amount to total
 3. Reduce price one level
 4. Repeat steps 1 through 3 until all cargo sold or until consumption rate satisfied
 - F. Multiply total sale by purchaser level
 1. If trade broker, total times 50 percent
 2. If wholesaler, total times 75 percent
 3. If retailer, total times 90 percent
 4. If consumer, unmodified total price

Gamemastering Campaigns

INTRODUCING THE PLOTS

PLAYER PREPARATION

Four things must be done to prepare the players for the campaign. Their characters must be selected, the major NPCs to whom they must report must be introduced, the player characters must be equipped, and the campaign story lines must be introduced.

The players are assumed to be controlling deep cover agents for Star Fleet Intelligence in the Triangle. These characters may have come up through Star Fleet Academy, and be regular Star Fleet officers. They also may be merchant traders who have been recruited for the job by Star Fleet. In either case, they will be assigned to Triangle Sector Intelligence as an intelligence cell.

The player characters will be part of the overall intelligence picture in the Triangle, and so they will have a *control*, a man who acts as a liaison between the player characters and the Triangle Intelligence structure. This man, and the other Intelligence officers who the player characters will meet, must be introduced to the players and their characters before play begins.

The player characters must be given their vessel and any special equipment needed for the mission they have chosen. The vessel will be a small trading ship, *Tavares* Class II Freighter. The special equipment will be chosen by the gamemaster and the players.

The plots must be introduced as well, and the gamemaster must provide the players with the background information about the Triangle and the intelligence activities there that the player characters could reasonably be expected to have.

Choosing Or Creating Characters

One of the ways players may choose their player characters is to do it before the first session of the campaign, when they will learn about the plot and the background for the campaign. This method of selecting characters is useful for ongoing campaigns or for players who desire to use a favorite character from a previous game. It has the advantage that the often time-consuming job of creating characters is complete before the first game session of the campaign.

An alternate method is that the players may learn about the plot and campaign background first, and then create or choose their characters. This method may ultimately be more satisfying, because if the players know something about what their characters will be doing, it will be easier to create or choose characters that make sense. Characters chosen or created before the campaign begins may not have all the skills required, or they may not be as useful as other characters that might have been selected. Eight player characters have been provided for gamers who desire to use them.

It is generally better to allow a player to control only one player character. A player who controls more than one has less need to keep his character alive.

Introducing Major NPCs

Non-player characters from Star Fleet Intelligence will have to be introduced. These are the people who will be helping the player characters as they accomplish their mission. There are three characters from Triangle Sector Intelligence who will be helping and guiding the player characters as they accomplish their mission. These characters have been detailed; if the gamemaster desires to use more than these or to use other characters, he must detail them before the campaign begins.

One of the NPCs will be the head of covert operations in the Triangle, Cdr. Gwendolyn Marcus, but the player characters will see little of her after their initial introduction. More important to them is the control officer for the mission they choose; this officer will be Yonni Yonson, no matter what the mission. The function of these operatives is familiar to anyone who has read spy fiction or seen a double-oh movie. In fact, the initial encounter between the player characters and these operatives could be similar to such scenes from the movies.

Equipping The Characters

Another NPC to whom the player characters must be introduced is the Head Of Special Equipment for Triangle Sector Intelligence, Angus McTaggart, who will provide special weapons and devices for the team. Because the player characters will meet him after a mission is chosen, he will be able to deal in specifics.

'Black Angus' should be helpful, slightly fussy, and very sure that what he is giving away is just right for the job. He is in charge here, and he will not be badgered into handing out cosmic-type weapons on request. The gamemaster, knowing what should be necessary to accomplish the mission, should keep the devices to a minimum. With a huge number of neat gizmos, the players will be tempted to rely on technology rather than role-play; this should be discouraged. Most games will run better if the players rely on their wits rather than rely on their equipment and firepower.

The player character's ship, the name of which they may choose themselves, should be detailed for the players. Statistics and deck plans are included in this package for the *Tavares* Class II tramp freighter, which will be the player characters' base of operations.

THE BAIT AND THE HOOK

The baiting of the plot is the presentation of the plots to the players and their choice as to which plot they will enter. This decision should be made jointly by the players and the gamemaster. There is no use having the players tramp off into an adventure that the gamemaster is not excited about. There is also no use beating the players into taking on an assignment they do not want.

In the real world, people are told to do things they don't like, but have to do. A role play game is not the real world, and both the players and gamemaster are in it for fun. When it stops being fun, the players will vote with their feet by leaving the game. Then no one wins anything.

Once the plot has been chosen, and the players are on their way to the Triangle, it will be time to set the hook. This encounter is very important and should be presented in such a way as to entice the players even more. Very few encounters have been provided in this campaign supplement; nearly all of these are meant to be used to hook the players firmly into a plot.

Other encounters will have to be designed by the gamemaster. Remember, this campaign is a frame-work within which you have chosen to play; it is not cast in bronze. The gamemaster should present the hook encounter in such a way that the players will be interested. He should know what his players like and want; he should give it to them. If the encounter, as written, will have little or no interest to the players, the gamemaster should change it. Making the hook exciting, interesting, and urgent for *his* players is the gamemaster's job.

USING BACKGROUND INFORMATION

THE OVERVIEW

The overview is the information that is given to the players via their player characters prior to their entry into the campaign. It will probably take the form of two different briefings.

The first briefing will be given by the gamemaster (acting as Cdr. Gwendoly Marcus) to the players (not necessarily in character) before a specific plot line is presented. This overview of events in the Triangle will give the players a better basis from which to choose player characters, if that is the way the characters will be selected, and do their own thinking about what and how they want to play. This overview may include a general briefing on all the plots within the campaign itself. The gamemaster should avoid the tendency to give too much information at this time; there is no use creating sensory overload on the part of the players, as this will give them too much information and make their decision even harder. He should keep it simple until the players have chosen a plot and should not give them all the information available in the computer banks at Star Fleet.

The second briefing will be provided by the gamemaster (acting as Yonni Yonson) to the players (acting as the player characters). This will include information currently on file at Star Fleet *on that plot*, where additional information can be found, the names of the major NPCs in the Triangle who could/should be contacted. How much information to give the players at this time is up to the gamemaster and also depends on the plot.

COMPUTER SEARCHES

Searching the Star Fleet computer for relevant information is a player activity and is part of their preparation for the campaign. Players who are unwilling to do some of their own leg-work probably are not worth the time and effort of the gamemaster.

Players should be directed to the computer library during the briefing by their control officer. They will be given anything they ask for from the computer, as long as it is in the files. The computer is user-friendly, and so if the players seem to be on the right track, they should get the information they want, usually without a Skill Roll. The player characters should be treated as if they are competent with the computer, but if they ask for nothing, even after the broad hint by Star Fleet, the gamemaster should give them nothing. Obscure information might only be provided after a successful Skill Roll against the character's rating in *Computer Operation*.

Players have a perverse ability to ask for things for which the gamemaster is unprepared. Nothing will ever change this, and there is no type of preparation that the gamemaster can do that will cover all the points. At this point, the play is quite free-form rather than linear, and the players will be producing all the action. Not all of the information the players may request is presented as a computer file in this supplement, and some likely will have to be made up on the spot by the gamemaster. Important files that most probably will be requested *are* provided, though, in the sections of the plot called **Background Information**. If the gamemaster is familiar with the plot and with the Triangle, he should have little trouble filling appropriate requests.

When the gamemaster gives the players information, particularly if he is making it up on the spot, someone (not necessarily him) should take notes about what was said. The gamemaster should then get a copy of the notes for his own files so that he can remember what he told the players. If he overlooks this, (tempting to do), he likely will forget what was said. Players never forget – not even the most trivial fact. And it is that trivial fact that will come back to haunt the gamemaster two months down the road.

SPACE AND THE PASSAGE OF TIME

TIME AND DISTANCE

Space is the final frontier, and it is huge. Information transmittal is not instantaneous. The gamemaster, if he elects to take time and distance into consideration at all, must keep track of the passage of time. When the player characters travel from one place to another, or when they communicate from one place to another, time will pass because of the sheer distances involved.

The time lines already take into account the passage of time for the major plot events and news ripples. This is *not* exact. If the gamemaster chooses to stretch or compress the time line to accommodate travel, he certainly may. The time lines give the sequence of events, including the ripple effect from the plots, that allows for projected play.

The companion supplement to this one, **The Triangle**, which details the planets, governments, and personalities of the Triangle, provides a star map of the area. Included are strips gridded off in days' travel at various warp speeds. To find out how many days it will take to go from one place to another, select the strip for the appropriate warp speed. Lay the zero end of the strip on the point of origin and align the strip so it lies on a straight line toward the destination. Read the number of days the travel will take.

THE RIPPLE EFFECT FROM PLOTS

As the time lines of the plots develop, the events in the plots will be felt as ripples throughout the Triangle. These ripples may be seen as news, rumors, or reactions by NPCs or governments to news or rumors. The player characters will learn of important events as detailed in the plot section **The Ripple Effect**, which gives the gamemaster appropriate rumors, news flashes, or NPC actions; these information updates are discussed in the paragraphs below. The ripple effects of other occurrences may need to be detailed by the gamemaster, depending on the actions of the player characters.

Because the player characters will not usually be at the location of the event, there will be a lag-time before they hear about it. If the event is an important part of the time line, the lag time will be provided as part of the plot section called **The Ripple Effect**. If no Ripple Effect entry is provided, the time lag should be calculated as discussed in the section on **Time And Distance** above. There will be virtually no lag time (perhaps measured in hours only) for events that take place at the same location as the player characters.

If an event in the time line requires that the players be present, and they are not, then the event must be delayed until they arrive. This will mean that the gamemaster must keep track of how the time line(s) have been warped. The simple notation of a plus or minus days is all that should be necessary.

Newsfax Flashes

NEWSFAX FLASH releases are the news reports from the Triangle News Agency, a reporting service like the AP or UPI of 20th-century U.S. They will be written or sub-space radio broadcast reports of events, and they should look and sound like that. Many NEWSFAX reports are included with the campaign supplement, but it may be necessary to produce others as events created by the gamemaster take place. Unless the event is quite secret, eventually it will be placed on the wire for general information.

In many large cities, the newspapers or broadcast agencies will follow the traditional practice of posting such stories in the windows of the office. Anyone who wants to read the news can stand in the street and read the posted press releases as they come in. There will be a great deal of garbage with the few nuggets of vital information. News reports tend to be dramatic (perhaps overly dramatic) headlines, with a 'film at eleven' feel about them.

If the players happen to be in a place where they have no communications with the outside world, the gamemaster should hold the information until they surface. Every broadcast agency or newspaper will keep a file of previous releases, indexed for easy access. These files, called morgues, may be perused at the player characters' whim, and so such information is not lost.

It is also possible that players will receive information about a recent event before they hear about one that actually took place earlier. The release will bear a Stardate of issue, and the players should notice when it was written.

Whereas it is not necessary to generate all the mundane NEWSFAX FLASHES by filling in the garbage, as it were, the gamemaster is able to interject life into the campaign with the news. Furthermore, because the gamemaster will have to provide the adventures for the players, there is no reason why some information specific to the adventure at hand or on the horizon can be provided in addition to the campaign-oriented material.

Rumors

A second source of information is the rumor. Rumors are useful tools for the gamemaster. He can use them as signposts for the players, getting them on the right track. He also might use them to provide the players with an interesting side adventure while the grand plot cooks along. Some rumors are given as part of **The Ripple Effect** section of each plot; others, pertinent to the specific activities created by the gamemaster, will need to be created.

When devising a rumor, the gamemaster should remember that it almost always will be false in whole, and almost always true in parts. There should be a nugget of truth in everything the gamemaster tells the players. If there isn't, the players will quickly learn to disregard all rumors until they have been confirmed by another source.

The players will want to know who told their characters the rumor and what the setting was. The delivery of a rumor will almost always have to be role-played out, as the recipient will probably have a question or two for the rumor-monger.

Possibly the best place to deliver a rumor is in the lunch line at a fast-food restaurant, such as the Triangle equivalent of Burger McCastle. Other, similar places would have high-traffic density and transient personnel. Delivering a rumor in a bar is not a good idea; bars are better suited to long, involved conversations, and unless the gamemaster has an interesting NPC he wishes to introduce, this will become too involved. 'On the street' is a source to be avoided; unless the players happen to be eavesdropping on purpose, they will seldom hear anything from this source.

In some cases, the players will hear a rumor about an event before it is confirmed by a NEWSFAX report, intelligence report, or intelligence briefing.

Intelligence Briefings

Star Fleet operates a widespread network of intelligence operatives who are listening and reporting to headquarters. There will be periodic INTELLIGENCE BRIEFINGS to all stations about what is happening on all the borders maintained by the Federation. The tone of these briefings will be general, with only tangential reference to the specific problem the players are solving.

Intelligence Reports

More important than INTELLIGENCE BRIEFINGS will be the Sector reports from various agents within the Triangle. These reports may be from Triangle Sector Intelligence, or from Klingon or Romulan Sector Intelligence, both of which slightly overlap the area covered by Triangle Sector Intelligence.

The INTELLIGENCE REPORTS will deal in the specifics of the Triangle campaign, and many events of interest in the campaign are given as part of this campaign supplement. Others, particular to the adventure or campaign the

gamemaster is running, will need to be created. The reports given here bear a Stardate of origin, and **The Ripple Effect** gives the date that the player characters will receive the report; the problem of time and distance has been taken into account in the dates used.

Only the bare information about an event would appear in the INTELLIGENCE REPORTS. They do not analyze the information, only report it. The analysis of the information and the subsequent production of intelligence is done by Sector Intelligence or Star Fleet Intelligence. What is included is the reliability of the information source and of the information itself, as codified by the Intelligence procedures given in the **Star Fleet Intelligence** section.

DESIGNING TIE-IN ADVENTURES

This is a campaign supplement, not an adventure. It provides the overview against which adventures play out, and the story line that can tie adventures together. It provides the setting that makes the adventures run by the gamemaster seem to be part of an ongoing universe.

It is up to the gamemaster to produce the adventures and encounters that his players will play. Some details are provided here to make such designs easier, such as detailed character record sheets or maps of various possible adventure areas.

Tie-in adventures must be designed. If the Triangle Campaign is used as the adventure, it will play itself out very quickly to no one's satisfaction. The player characters must have a place to go, and it is up to the gamemaster to provide these places. If they want to knock over the photon torpedo construction facility outlined in *THE MERCHANT OF DEATH*, the plans for the building are provided; very few such places are detailed. The player characters may, however, want to break into the home of one of the major NPCs; a map of his home is not provided. It will be up to the gamemaster to build up the locations that are not provided in the campaign.

The gamemaster should design several NPCs and short adventures that have nothing to do with any of the plots. Think of these NPCs as cannon fodder and the adventures as safety valves. The gamemaster can have a stable of these in the back of his mind, ready to trot one or more out for his player characters to thump on when they become too frustrated. They will have no impact on the overall scheme of things, and they don't have to be used unless it is necessary.

There can be some nasty surprises if the players do not keep the gamemaster informed about their intentions. There is nothing wrong with the gamemaster asking for the long-range intentions of the players. It is not nice to fool the gamemaster; the players should be intelligent enough to know that the gamemaster is designing ahead of them, and if they try to surprise him, they will find that they have outrun the design.

PLAYER CHARACTER INTERVENTION

Sooner or later, the players will begin to interact with the plot they have chosen. From this point on, the safety net of the campaign will become more and more tenuous. In their own perverse way, the players will begin to destroy the careful plan for a campaign that the gamemaster has developed. The players will eliminate one or more of the major NPCs — NPCs who have important roles in the future of the plot. When this happens, the gamemaster has three alternatives.

The first alternative is to keep the player characters from winning the encounter. This is an acceptable course of action when the NPC is so important that the loss of the individual would result in the destruction of the entire plot without the solution of the plot itself. For example, the accidental or random death of R'thlana would make *THE MERCHANT OF DEATH* an impossible story line. Though such central figures should be kept alive at all costs, the gamemaster should not

allow them to beam up and out just because they are in danger. The players will never forgive the gamemaster for this. Instead, the gamemaster should plan an escape route for his main character if the players get too close too soon. If the gamemaster plans to have the NPC escape, he should be sure to sacrifice one of the underlings to the wrath of the players.

The problem with this course of action is that the players may become frustrated. If the players act with skill, daring, initiative, and creative play, they should be allowed to win. It is annoying to the players to do everything correctly, and then have the reward slip away just because the gamemaster wants the adventure to continue. Do not allow this to happen. When the players do it right, let them win.

The second solution to the death of a major NPC is to build a replacement character for him. Some of the plots have characters of this sort already provided. If the major NPC is eliminated, but the puzzle has not been solved, it may be easy to allow the number two man of the story to take over. If the whole plot has not been too well developed, this may be quite easy. The gamemaster would have to alter some of the events of the future, changing names in the time line and in the ripple effect to give truth to the new plot, but that is an administrative detail that can be accomplished easily.

The third alternative is to provide a completely new character to fill the void left by the untimely demise of the major NPC. This may mean that the plot has to be abandoned completely for the time being. If a new man is to be placed at the head of BioResearch in *THE CORPORATE GRASP*, for example, he will have to leave from the corporate headquarters after having been briefed about the operations within the Triangle. A significant time lapse may occur in this event; the headquarters would have to be notified about the elimination of the Division head, a new man would have to be found, he would have to be brought to the headquarters and briefed, and then sent to the Triangle.

It is not necessarily a bad thing to have the plot lie dormant for quite some time. The player characters may have stumbled on the head of the plot almost by accident. If they haven't weeded it out root and branch, the plot may still be playable. If this occurs, the gamemaster should let the players have the satisfaction of winning the round, allow the plot to rest for awhile, and then have it surface again. This will show the players that the NPCs have a life of their own, and that more careful play may be called for. There is the added advantage that the time line may not have to be altered at all. The new man will take over where the old one left off, and life can go on.

ADAPTING TRIANGLE WORLDS

The Triangle Campaign is a campaign setting. The gamemaster will not be able to use the material 'straight out of the box' as though it were an adventure. Nor will he be able to use the worlds provided in the companion supplement *The Triangle* in this manner. The worlds will be barren places with no life unless the gamemaster populates them with the representatives of the major NPCs and other characters; some statistics for these generic NPCs are provided in the **Cast Of Characters** section of the plots, and some detailed NPCs are provided as personalities in *The Triangle*.

There should be representatives of at least one plot on many of the Triangle worlds, and there may be representatives from the other plots as well. Spread the representatives of BioResearch and Luxury Apparel around the planets. There should also be representatives of Vastok and Krador who can be encountered.

The Triangle worlds are great places on which to have small side adventures for the player characters. No one is really all that directed that they will refuse to aid the damsel in distress, so let the players find someone to rescue now and then. The side adventures can be gleaned from novels,

short stories, or film. If it looks like an interesting event, but one that does not have the strength of a large-scale adventure, the gamemaster should feel free to plug it in as a sidebar to the main story. Allow the worlds to be fleshed out so that they have the feel of real places with real wants and needs.

ALTERING TIME LINES

As soon as the player characters begin to act on a plot, they will force the gamemaster to begin to alter it. The gamemaster should be willing to make these changes. The time line of the plot and the ripple effect from the plot events should be viewed as being fluid, able to be altered at will in response to the player characters' actions. Because it is impossible to predict the events that any group of players will engineer, this task is left up to the gamemaster.

The time lines of the *other* plots may also have to be altered as the campaign develops. Left unaltered, these plots can provide background to the one being investigated. Each of them has a time line of its own, with ripple effects on the player characters, giving the feeling that the Triangle is a living organism, and that life goes on. When this happens, however, there is danger that these plots will play themselves out or become too large for the player characters to handle.

If the gamemaster would prefer this not happen, it can be prevented by the simple expedient of slowing time in the other stories. The gamemaster can hold some of the events back, not allowing encounters to take place until the players are better able to deal with them; each of the time line entries not only gives the Stardate of the occurrence, but also what day this will take place in the overall time frame of the plot. To slow time, the gamemaster merely needs to keep track of the Day number of the last event to have occurred. When the plot is to be reactivated, the new Stardate will have that Day number. (For ease in numbering, the months have 30 days, and the year 360.)

Even if a time line is slowed down, there should be some movement in the plot or the players will feel no urgency to deal with the one they are on so that they can get on to the next one. There has to be some desire to finish the business at hand, or the players will simply dither their time away. The gamemaster must keep the plots moving, but not allow the story to get ahead of the player characters.

THE RIPPLE EFFECT FROM PLAYER CHARACTERS

When the player characters enter a plot, their actions will be felt at the center of the story. The more direct their intervention in the story, the stronger will be the effect. News of their intervention will make its way to the heart of the matter, within the constraints of time and distance.

Even so, most NPCs will have more than enough to fill their day. The presence of the players on the fringe of an enterprise may not be the most important thing that has happened in the past year. Thus, the first player character intervention may pass almost unnoticed by the major NPCs. As the intervention becomes more and more pronounced, the amount of notice paid to it will become greater. The NPC reaction time will become shorter, not only because the intervention took place closer, physically, to the heart of the story, but also because the major NPCs are more aware of the player characters' presence. The gamemaster should keep notes about when the news will reach the major NPCs and when their response will occur.



THE MERCHANT ADVENTURE

Gamemasters and players who are used to adventures and campaigns using the ST:RPG2 rules will find campaigns centered around merchant ship crews and independent traders to be different in many ways. For those who have played other science fiction roleplaying games, however, the style of play for trader-based campaigns may be more familiar than for Star Fleet games.

Star Fleet games tend to be structured and episodic, much like episodes of the *STAR TREK* television show. This is only natural, as Star Fleet personnel lead a structured, organized existence. Trader campaigns are more like traders themselves—freewheeling, fast-moving, and often surprising.

Characters in a Star Fleet campaign usually meet with well-defined adventure situations, and such campaigns do not usually concern themselves much with the lives of characters between adventures. Independent trader campaigns, on the other hand, have more or less continuous play, with no large gaps in game time. This is because part of the adventure concerns how traders earn their livelihood and maintain their day-to-day existence. The economic struggle of earning a living is not a problem for Star Fleet officers, whose daily needs are routinely provided for.

Star Fleet personnel, however, have little control over where they will go and what they will do. Their job is to cope with the situations defined by circumstance. The independent trader *chooses* his paths through the galaxy, which provides a more challenging situation for a gamemaster, who must prepare a larger campaign area in advance.

Situations are more fluid in trader campaigns. Star Fleet personnel change their lifestyle very little during a tour of duty, but the fortunes of independent characters may fluctuate a great deal.

Independent characters also tend to be more vulnerable than Star Fleet characters. Indeed, trader characters die more often, which is to be expected. Interstellar traders do not have the immediate presence or intervention of Star Fleet to protect them from the dangers along the edge of galactic civilization. Fortunately, trader campaigns move faster, and it is easy to work in a new character to replace one who is lost to the dangers of space. Thus, gamemasters may encourage players to create two or three characters, allowing them to play one and to keep the others in reserve.

THE CHARACTER SPOKESMAN

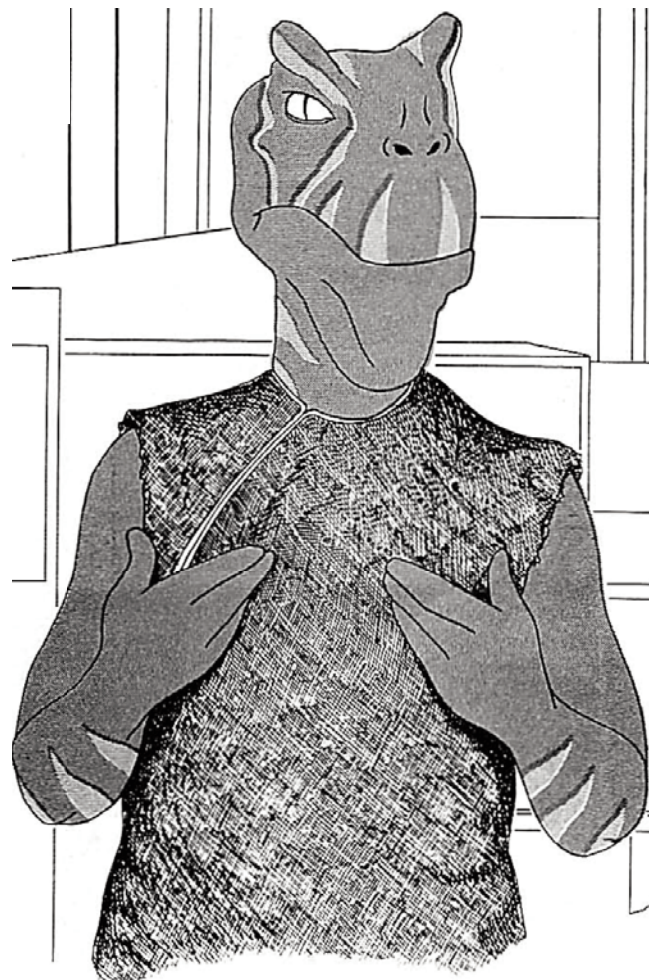
The *character spokesman* or *negotiating character* often referred to in this book is the character who happens to have the best chance of accomplishing the task at hand. This is not the same as a leader who tells the characters what to do and when to do it. The players themselves appoint the character spokesman, and they can choose to replace him with someone else at any time.

For example, when the characters make planetfall, they will have to sell their cargo. The players should look at all the characters in their party and determine which one would have the best chance of selling that cargo, based on his or her attribute scores and skill ratings. This character would then become the character spokesman for selling the cargo. If the characters then decide to find a black market contact, the character who would have the best chance of doing *that* would become the character spokesman. This could be the same character or a different one. It is even possible, for reasons completely up to the players, that the job of character spokesman be given to the second- or third-best character.

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Once a character spokesman has been chosen for a situation, it is he or she who will speak for the rest of the characters in that situation. Any skill ratings or attribute scores needed in the situation will be those of the character spokesman, who will make any dice rolls necessary.



ADVENTURE TYPES

There are just as many types of adventures featuring trader characters as there are for Star Fleet personnel. The two can even be combined. The possibilities are virtually limitless, with many variations on each theme type. Some of the major adventure themes are Star Fleet crossovers, work-for-hire adventures, independent merchant adventures, and special situations. Each of these is described below.

STAR FLEET CROSSOVERS

The simplest type of adventures are Star Fleet crossover adventures. These can feature Star Fleet personnel in a merchant situation (such as Merchant Marines), traders placed in Star Fleet adventures, and mixed adventures.

When using Star Fleet characters in a merchant campaign, the gamemaster can create a happy medium between the episodic nature of the Star Fleet campaign and the continuing life of a trader campaign. Star Fleet characters working for the Merchant Marine never have to worry about ship payments, meeting a payroll, or about where they will get their next meal. Although day-to-day life is dull compared to service aboard a *Constitution* Class vessel, Merchant Marines can still have interesting adventures.

Merchant Marines are primarily concerned with moving Star Fleet cargo from one place to another. This may involve supplying an out-of-the-way star base or outpost, or possibly bringing valuable supplies to a stricken planetary population. However, the Merchant Marine characters may occasionally receive more interesting—and sometimes dangerous—assignments. For example, they may have to pose as ordinary traders in order to flush out pirates and hijackers from hiding. Decoy duty is not always the safest way to earn one's pay, but the work *is* exciting when you can get it!

Another easy way to develop a trader campaign is to use trader characters in a scenario designed for Star Fleet characters. This is a bit more dangerous, as traders are not as well trained as Star Fleet officers, but the switch can work very well in some situations.

The third type is the mixed adventure featuring trader NPCs in a Star Fleet adventure or Star Fleet NPCs in a trader adventure. Letting Star Fleet characters interact with stubborn traders can be a humorously frustrating experience for characters used to the discipline of Star Fleet. By the same token, Star Fleet discipline can be maddening for freewheeling trader characters.

Examples of this adventure type might involve a character's Federation-supported loan being called in during a crisis, with a Star Fleet officer placed aboard the character's ship until the crisis is resolved. The officer might be a nice guy who is just doing his duty, or a disagreeable type who likes giving those "Star Fleet rejects" a hard time! In a situation like this, however, the gamemaster must try not to push the characters too far. Allowing the officer to be killed 'accidentally' is a great way to end a campaign very quickly, with the characters all facing murder charges! Remember, too, that the purpose of the adventure is to have a good time. When the players find themselves continually frustrated, it is not much fun for anyone.

WORK-FOR-HIRE

The second major type of trader adventure is based on the work-for-hire theme, which offers endless possibilities. For example, a patron may know where a valuable item is and be willing to pay the characters handsomely to retrieve that item. Or perhaps they will be asked to guard some item for a period of time. The characters might even be required to haul a very special cargo from one place to another. These adventures make great fillers and one-shot games.

A good example of such a patron is the character named Dirk in FASA's supplement *The Triangle*. This type of NPC always knows where a valuable item may be found, if only a group of characters are brave (or stupid) enough to go after it! Such a plot idea might even be used with a group of characters who normally work for a trading company or shipping line, and who have two weeks' vacation time to kill.

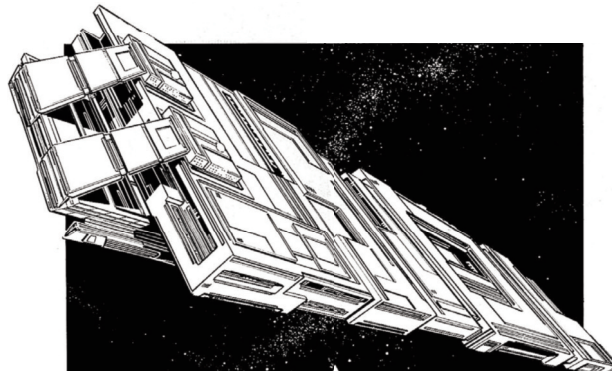
Of course, the patron does not always have to tell the characters *everything* they ought to know before starting out. If the players' group knew that two hundred belligerent Tellarites were waiting for them at the other end, they might think twice about delivering that little cargo to the next planet. They would probably also have second thoughts about hauling a shipment if they realized it contained a very powerful bomb that could go off if they jar it too much, or that the 'little trinket' they are supposed to retrieve is really a meteorite that the native population worships as "the god who fell from the sky". After all, these are minor details that need not concern the hard-working traders!

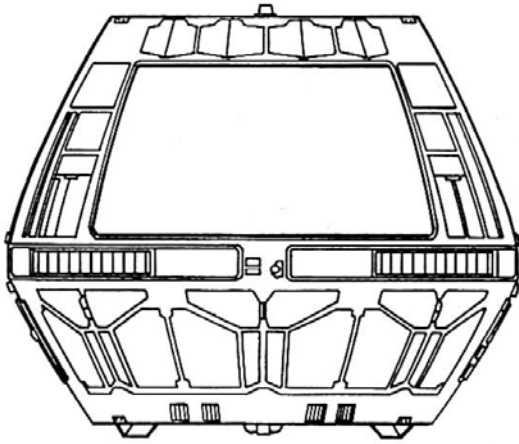
INDEPENDENT MERCHANT ADVENTURES AND CAMPAIGNS

This is not so much a single adventure type as a catch-all that can even include elements of the crossover and work-for-hire themes. Independent merchant campaigns require more subtle maneuvering on the part of the gamemaster to draw the characters into the adventures, however. He can use the Star Fleet crossovers and work-for-hire ideas as well as the many other 'tricks' described in other sections of this book to push the characters in the desired direction.

For example, forcing cargo prices down artificially can 'persuade' the characters to take an assignment that they might not otherwise accept. Or, it could be used to make the characters seek revenge against whoever forced down the prices in the first place.

Remember, though, that the gamemaster will have to do much more background work for this type of campaign. Just when he has pushed the characters (and their players) into a corner that will force them to go in one direction, they will think of some ingenious loophole that had never even occurred to the gamemaster. In response, the gamemaster must react quickly and be able to improvise new twists and turns to the adventure as he goes. For this reason, the Independent Merchant campaign is recommended mainly for experienced gamemasters.





SPECIAL SITUATIONS

This is a catch-all for any adventure type that does not fit the above categories. None of the types is mutually exclusive, and so gamemasters will often come up with their own hybrid blends.

Ground-Based Adventures

Some adventures could be played without the characters ever leaving the planet. These might include anything from the work-for-hire item-retrieval adventure to a simple bar fight. If the characters are hired to find an object, they may be given an advance on their wages with which to buy equipment and supplies, or they may have to fund the adventure themselves. They may also want to retrieve some valuable item for their own use or sale, skipping the patron altogether. Of course, a patron may have information that the characters need to complete their mission.

Indeed, the ground-based adventure might be built up into a campaign. Some possibilities include scenarios based around small trade brokerages, planetside corporations, or shops, stores, and the inevitable starport bars. The latter idea can be a lot of fun if the players have a good sense of humor and the gamemaster has lots of imagination. With the player characters running a tavern in a major spaceport, almost anything can happen. After all, bartenders are almost as good at getting into trouble as are traders! Consider the possibilities.

A bar fight inevitably breaks out when Federation marines arrive in port the same day as an Orion cargo ship that's been in deep space for eight weeks. Or, a mysterious Vulcan arrives and sits in the back booth drinking spring water, waiting to deliver an odd package to someone called "The Great One". It might also be fun trying to outwit two Tellarite hold-up men who stick up the place and begin arguing about how to divide the take before they even have it. Another plot might take off from the grubby trader selling cases of Romulan ale—who turns out to be a UFP excise officer on a 'sting' operation.

Actually, a ground-based adventure could refer to any that does not require the use of a starship. That includes space stations, which offer environments equally as interesting as planets.

Scouting

Traders and merchants acting as independent scouts have often furthered the explorations of Humankind and its fellow races. Many promising finds in the galaxy have come about because traders were scouting there for new wares to sell and new customers to sell to.

The section titled **Adventure Preparation**, p. 80, includes all the instructions needed to create new and unexplored volumes of space. Planning for such explorations is a somewhat more difficult task for the gamemaster, but can yield a wealth of money for the characters and enjoyment for the players.

There is one caveat the gamemaster must bear in mind. The Federation's Prime Directive forbids contact with any developing culture that does not yet have space travel. Though special exceptions have been granted in the past, the gamemaster should act as the Federation in such cases, being very careful about granting such permits. Unrestrained trade has the potential to destroy a developing culture by pushing it too fast too soon.

Troubleshooters

This adventure type would have the characters acting as troubleshooters for a major corporation. Their job would be to solve any problem that creates an obstacle to the company's operations. These may include such activities as swaying public opinion in favor of those operations, capturing industrial spies and saboteurs, and repairing any damages sustained either by accident or on purpose.

For example, the characters may be working for a company that is perfecting a new ore-refining process. The company may be afraid that industrial spies may try to steal the process, or that saboteurs will try to slow down the progress by damaging valuable equipment. The characters may be required to find any spies or saboteurs by clever detective work and then capture the culprits before they can do any damage to the program.

There are many such scenarios possible, and the inventive gamemaster will no doubt concoct numerous variations.

Corporate Espionage

Of course, if the characters can try to stop corporate espionage, they can also cause it! They may be hired to break into the enemy corporation's headquarters in order to steal plans, prototypes, models, and any other materials that apply to a project of interest to their bosses. Corporate espionage could also include capturing or kidnapping scientists involved in a new product, or procedure or sabotaging it in order to slow down the competition. Again, many variations are possible.

ADVENTURES WITH ALIEN RACES

In merchant-based campaigns, just as in Star Fleet campaigns, playing non-Human characters is more challenging than playing Humans, because doing it well requires more roleplaying skill and experience. This applies both to player characters and to NPCs. The hints on playing non-Humans found in the ST:RPG2 rules set should be combined with the following notes on each race's characteristics. This will provide a starting place for working out a non-Human merchant's motivation.

Vulcans

Vulcan merchants are, as one might expect, logical and cerebral about their business as well as their personal affairs. Vulcan traders do not bargain. They set a price with cool logic and do not adjust it. Neither, however, will they misrepresent the value of goods. Some would say that this makes them the most honest of merchants, as they never ask more than something is worth. Human traders, however, are in business to *get* more than something is worth if they can, and so Vulcans have the reputation of being stingy and grasping among some Human traders.

Small independent traders also tend to dislike Vulcan traders, mainly because most Vulcan trade ships are owned by family corporations in business for hundreds of years. Vulcan trade ships are generally huge affairs, offering the ability to move goods very cheaply in bulk. Vulcans do not waste money and can operate their ships at lower cost than most others. This makes it hard on the small independent merchant operating in the same area, forcing the small trader to scratch for the smaller cargoes.

Andorians

Andorian-owned cargo ships are, by ancient tradition, armed vessels. Andorians who are truly observant of the ancient customs will not even ride in a space vehicle that does not have at least a token armament mounted, but most modern Andorians do not take the old ways that seriously. Still, it would be most unusual for an Andorian to be master of a ship that did not mount at least one weapon for space combat, though he or she might *serve* aboard such a ship. Some otherwise unarmed ships have a very weak and unobtrusive token weapons system (like an old-fashioned laser) mounted for this very reason.

Andorians are good bargainers, but tend to be fair in their dealings. No Andorian would deliberately cheat a member of his own race; such an act would be a deadly insult, possibly resulting in violence. When dealing with members of another race, the Andorian merchant will be very respectful and gracious. A very easy-going Andorian *might* not become angry with a non-Andorian cheating him in a deal *once*, but never twice. Most Andorians, however, will not hesitate to satisfy their honor. Depending on the situation, this can be anything from attempting to drive the offender out of business to an outright duel in the street.



Caitians

Caitian males are among the roughest, toughest trade-ship crewmen in existence. They are as aggressive about trade territories as they are about everything else, and no quarter is ever asked or given in economic struggles or physical ones. Fortunately for Caitian balance sheets, Caitian females control as much economic power as the male. The females keep a close watch on the males' aggressive business dealings and keep things in hand.

Despite their relative cool-headedness, when a Caitian female decides to focus the efforts of a business venture on eliminating a competitor, the competitor is eliminated one way or the other. The true Caitian business vendetta (known as *R'rallat* in the Caitian language) is not as common since their entry into the Federation, and has never been known to be turned against a company controlled by other races. There are complicated ethical reasons for this, which boil down to "Caitians should know better".

Tellarites

Being a *very* argumentative race, Tellarites generally make rather poor traders among other races. In fact, Tellarites deal with alien races the same way they deal with each other—loudly! Tellarites always complain about how they are being cheated in any deal they make, but most traders ignore this. It is just part of the Tellarite way of doing business. Many traders feel that Tellarites are too argumentative to be good traders among Humans and other more diplomatic species. Despite this, many Tellarites turn to interstellar trade as a profession (perhaps just to be difficult).

Tellarite worlds consume a great deal of luxury goods, which should be considered when planning a trade profile for such places. Thus, Tellarite traders generally buy luxury goods out-system and bring them back to their fellow Tellarites; most Tellarites prefer to trade in a situation where they know what the customer will want. They will, of course, transport Tellarite-produced cargoes back out, but they are only doing it to keep the hold full. The Tellarite trader's dream run is shuttling luxury cargoes back and forth between two Tellarite colonies!



Edoans

The Edoans do not seek the profession of interstellar trader very often. When they do, they stick to small ships, often selling Edoan-made tools and instruments, which are of the highest quality. Edoan merchants are shy and introverted. They do not argue prices; if an insultingly low price is offered an Edoan merchant, he will sadly put the item away and will *never* mention that item again, nor knowingly sell it to that person or his agents at a later time.

Giving gifts does not come natural to an Edoan. Since early in their history, Edoan culture has been built on the notion that only exchange acknowledges value. Before they had much contact with many of the Federation races, Edoans would only give something away if they were certain that what they were getting was worthless. Now that the Edoans have met other races with gift-giving customs (and most other races have at least *one* gift-giving occasion), some Edoans have picked up the custom of gift-giving from other cultures. Thus, an Edoan bearing gifts is not necessarily insulting you. Nevertheless, if an Edoan merchant has already begun discussing price and then offers to *give* away his wares, he is saying not that *they* are worthless, but that the customer's money is not good enough!

If a gift is offered to an Edoan, he will usually accept and offer a similar item in return. If that gift is accepted, the Edoan will usually become relaxed and friendly. If his offer to repay a gift with a gift is refused, however, an Edoan will become insulted and will refuse to trade with that person again.

Orions

Orions are good traders, but are somewhat contemptuous of local laws. They usually will not break them openly, but will find a way to get around them when they can. The Orion government is quite bureaucratic and is actually controlled by the major families. In fact, most Orion traders are at least loosely affiliated with one of the major Trading Families. The Trading Family organizations are run like companies, but with stronger family ties. Thus, if the Orion trader ever runs into trouble, his family will usually try to help him out of the jam, assuming, of course, that they are currently on good speaking terms with him! On the other hand, the family expects its members to help the family if the need arises. An Orion who shirks his family duty will be disowned (or worse).

Though slavery is outlawed in the Federation, an Orion captain who is wealthy enough to own green Orion slave women might well keep one or more on board ship, even when travelling to Federation ports. This is technically illegal, but officials ordinarily take no notice if the women do not leave the ship or attract attention; this avoids an interstellar incident. On rare occasions, an Orion trader who is strapped for cash might offer (very discreetly) to sell one of these green slaves. Though he would rarely risk it in a Federation port, such deals are sometimes carried out quite openly in freeports and on tradeworlds that do not prohibit it.

Humans and members of other races who own Orion slave women are understandably reluctant to disclose this fact. More than once, such a sale has been a ruse, and the woman finds an early opportunity to murder her new "owner" and perhaps rob him, returning to the Orion trader's ship (as prearranged) just before it leaves. A less vicious version of this scam has the woman simply running away at first opportunity. The victim of this scam has lost the purchase price and cannot, of course, go to the authorities!

Romulans

Romulan traders, as in so many other aspects of their lives, are militarily regimented. They are a close-knit group, bordering almost on a brotherhood. Though tending to operate on their own, with quite a bit of independence, Romulan traders will accept and respect orders from the Romulan government and military. These orders are not usually phrased as "You will do this" so much as "The Empire needs this. Do what you can about it". And although they are not actually in the military, Romulan traders will act as though they are espionage agents. Any useful information will be reported to the proper authorities as soon as possible. The trader will not go out of his way to do so, but he or she will not avoid reporting the information either. After all, the trade mission is always the first priority, and the Romulan trader's superiors will stress this fact.

In dealing with alien races, the Romulan will always be courteous, unless he has proven himself superior in some fashion. In many ways, the Romulan resembles the Andorian more than the Vulcan in temperament. However, whereas an Andorian who has been insulted will defend himself to satisfy his honor, and then stop when that honor has been satisfied, an insulted Romulan's honor can never be satisfied. Fortunately, Romulans are not easily insulted. A Romulan will never take it personally if his path is blocked, unless the blocking actions were performed deliberately. Romulan philosophy decrees that if an obstacle is before one, the obstacle should be removed.

Klingons

Klingon traders are strictly controlled by their government, usually the Klingon military. The Klingon trader's superiors will govern where he will go and what he will trade. For this reason, Klingon traders are very paranoid in most of their dealings. Klingon security forces have eyes and ears everywhere, and even on a one-man scout, a Klingon is never sure whether or not he is being monitored in some fashion.

Klingon traders headquartered on independent planets (such as in the Triangle) will still answer to their superiors. Those superiors, however, may not always answer to the Klingon Empire.

Klingon trading crews are not always what they seem. For example, Klingon military personnel often masquerade as traders to get into areas where a warship would not be allowed. Their vessels are generally well armed, but the armament is usually well hidden. In fact, this idea might make an interesting campaign idea for a group of Klingon player characters. Such a ship could even switch to piracy, without losing the clandestine blessing of the Klingon High Command.

ADVENTURE LOCATIONS

The next step after deciding on the characters is for the gamemaster to choose the location for his campaign. Where the adventures are played makes a great deal of difference in the *flavor* of the campaign.

WITHIN THE UFP

An adventure taking place within Federation territory will generally have a *monetary* feel to it. Being deep within the UFP, the characters will not likely run into Klingons or Romulans, but this does not mean that things have to be quiet and dull.

As long as trade and cargo movement have existed, there has been piracy. Although the Federation would wish otherwise, this is still true within the UFP. Granted, piracy is not as common in the UFP as elsewhere (the Triangle, for example), but it does exist even there. Just like any other plot device, the gamemaster should not overuse pirate adventures. However, if the characters are starting to get a little complacent, a band of cutthroats is just the thing to liven up the game.

Civil war is another adventure device that the gamemaster can use to spice things up a bit. The gamemaster should remember that the Federation is a loose association of worlds that are under no real pressure to be members. There are quite a few non-member worlds within the Federation boundaries that can present interesting situations for the players. Thus, non-member worlds at war with themselves can create a wonderful opportunity for an independent merchant to turn a profit. War-time economies tend to be somewhat inflationary, and will generally boost a planet's PTP upward in all categories.

Getting mixed up in a civil war can cause problems for the trader, however. After all, having your ship declared a legal target by one or both of the warring factions will tend to ruin one's day! Also, dealing with one side will tend to make you the enemy of the other side. If a merchant decides to play both ends off the middle, and trade with both sides in a civil conflict, he had best hope that neither side finds out. Otherwise, he will have to do some fast talking in order to leave with his profits, ship, and skin intact.

Remember also that, within the Federation's boundaries, there are many underdeveloped worlds just waiting for modern enlightenment. Of course, there is the small problem of the Federation's Prime Directive (non-intervention in non-starfaring cultures), which *does* apply to non-Star Fleet personnel as well, but what is life without its little inconveniences! An enterprising trader can turn a handsome profit by selling items that are slightly higher on the tech index than those on the planet. The trader will have to be careful, however, that the items sold are not too much more advanced than those produced by the natives, or the Federation may get wind of the operation and shut it down. Also, the merchant would be advised to work undercover when trading with a non-starfaring culture, both from the standpoint that he is harder to detect by the Federation, and that many non-starfaring cultures fear aliens and may try to kill intruders from the stars.

Should the trader be caught by the Federation, penalties will vary. For minor infractions such as mere contact and selling items with tech levels just slightly higher than that of the planet, a fine and confiscation of cargo will usually suffice. If the trader is importing very high tech items to a low tech society, he may face fines and/or short-term imprisonment. The punishments for anyone caught selling high tech arms to an underdeveloped culture are heavy fines and long prison sentences or even criminal rehabilitation. Of course, this is just the Federation's reaction. The native population may decide to deal harshly with the invaders in any fashion that the gamemaster sees fit.

WITHIN FREE SPACE

Outside the Federation, the general feel of the campaign will be different. Whereas a campaign within the Federation will be mostly monetary, a free-space campaign will be more action/adventure-oriented. Though trade is still present, it is pushed somewhat into the background.

Actually, a free-space campaign can take place anywhere outside the Federation. This includes the Triangle, the Organian Treaty Zone, and all the area not claimed by other cultures (such as Klingons, Romulans, Gorn, or Tholians). These areas may be well explored and developed, or they may be totally unexplored. The actual nature of the area will depend upon the tastes of the gamemaster and the players, and should be decided upon before the game begins.

Some of the adventures mentioned in the previous section can also be used in free space, without some of the restrictions. For example, a trader can deal with an underdeveloped culture that is not within the Federation boundaries without fear of Star Fleet retaliation. Of course, someone else may have jurisdiction over the area, and may react even more strongly than would the Federation to interference!

Pirates will tend to operate in free space more freely than within Federation territory. These pirates may be simple freebooters, or they may be *official* pirates backed by the Klingons, Romulans, or Orions. How the players decide to deal with potential pirate problems is up to them, but the gamemaster should never set things up so that the characters have no chance to get out of a situation with their ships intact, unless such an action leads to more interesting situations. An example of this might start with the theft or destruction of the player's ship, with the outcome resulting in the characters defeating the pirates and either recovering their own ship or confiscating the pirate's ship. There are many possible ways of creating this adventure, and the details will be left to the gamemaster.

Another fascinating aspect of the free-space campaign involves the mapping and exploration of new territories. For the characters, such a campaign promises great wealth and excitement. These same adventures can cause a number of headaches for the gamemaster, unless he creates the new territory ahead of time, and populates it with many interesting things. The gamemaster should realize, however, that in such a campaign, some carefully created details may not be seen for a long time, if ever. Again, this can be frustrating, but the resulting game can be well worth the wait if designed and played well. Regarding the actual creation of such campaign areas, the following section entitled **Mapping The Trade Area** will explain much of the process.

ADVENTURE PREPARATION

Once the type and location of the adventure campaign have been selected, the gamemaster is ready to begin the actual process of preparing the adventure. The following guidelines will help make that process smoother.

SHIPS AND CREW

Ship

The ship chosen for a campaign group that is based around interstellar travel should reflect the group's financial situation and the campaign type and location. A group of five independent traders just starting out should be running a small, inexpensive, and probably old freighter rather than a sleek, new luxury liner. On the other hand, if the characters are interstellar spies working for an established government or large corporation, they will probably be provided with the latest technology and a ship that can come and go unobtrusively. Their ship may *look* like an old rattletrap, but may be ultra-modern inside and have the latest, most powerful engines possible. There are rumors of just such vessels spying for the UFP deep in Klingon and Romulan space.

Existing craft that are designed for trade operations are described in detail in this supplement. Other craft are given in FASA's various **Ship Recognition Manuals**, or can be designed with the **Ship Construction Manual** also published by FASA.

Crew

The crew of the ship will also reflect their mission. This goes for both non-player and player characters. If the ship is a small independent freighter, the hired hands will usually be only as good as their pay. They may tend to drink and carouse, and may even be late for lift-off! In situations like these, the characters will have to decide just how unreliable a worker is, and whether or not to fire him. Furthermore, the characters may not have as much control over their hirelings as they would like. After all, a hireling may be an agent placed in their midst to report on their actions to the home office. Firing such a non-player character without sufficient reason would cause the characters more grief than they can handle.

The character's equipment will also reflect their monetary situation. This means that not only their ship, but even their personal equipment may be old, used, and unreliable. Gamemasters can use less-than-reliable equipment to spark many adventure situations, such as stranding the characters on a planet while their ship is being repaired, or having them need to search for an obsolete part on some tradeworld.

Groups that work for one organization on a regular basis can usually expect their equipment to be maintained and replaced as needed by their employers. Of course, being subsidized in this way has its costs—much of the freedom enjoyed by independent characters is lost. The characters' cooperation in completing their assigned tasks pays the bills, but it tends to tie them down to a schedule. This does not mean that they cannot squeeze in a bit of adventuring on the side. In fact, as long as they get their job done, the boss will probably overlook small unauthorized operations.

MAPPING THE TRADE AREA

Gamemasters running *Star Fleet* campaigns are usually not so concerned with the area in which the adventures are happening. The time taken getting to that adventure is usually uneventful, and will be set aside with a comment such as: "You spent three weeks traveling to Beta 9, and upon entering that system..." The space covered is of little concern to the adventure, and so it is glossed over.

Not so with a trade campaign. Although the boring details of space travel may still be glossed over, the area in which the characters are operating cannot be. The players will always want to have their star charts handy so that they know where their next destination is, and how much time and money it will cost to get there. This comes from the fact that the fuel and operating expenses are coming out of their pockets rather than *Star Fleet's*. Thus, the gamemaster will need to be prepared in a different way than for a *Star Fleet* campaign.

The problem is complicated by the fact that in most cases the players are calling their own shots. In a *Star Fleet* campaign, the characters will usually be ordered to a certain location and will have to stay there until *Star Fleet* tells them otherwise. In a trading campaign, the characters may suddenly decide to go to Planet X in order to unload their cargo. The answer to the problem is star maps.

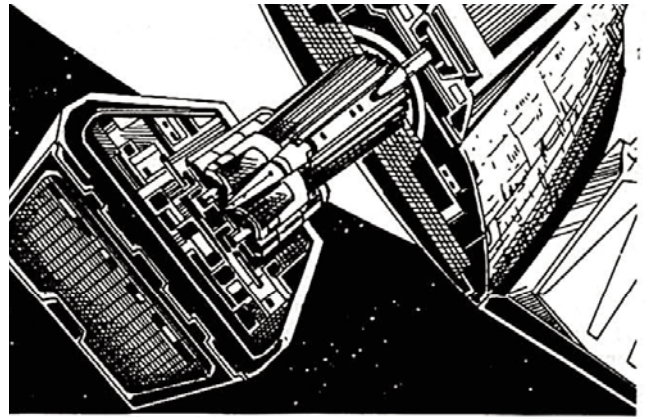
If the gamemaster does not have the time or the expertise to create a set of charts and maps, FASA's supplement **The Triangle** includes a nice set of maps and star data. That booklet, along with the companion **The Triangle Campaign**, will provide many hours of adventuring for gamemaster and player alike.

Campaign Area Location And Size

In earlier sections, we discussed different adventure types and locations. Those considerations will be important to the gamemaster designing his own star map, because they will determine the aliens and political alliances for the area. The gamemaster should keep these factors in mind while developing the area.

Distance and travel/communications time to distant points may be important. If the campaign area is on the frontier, with little military support immediately available, it is important to know how long it would take a message to reach the nearest major military installation, and how long it would take military forces to respond to an emergency. The distance to something interesting or dangerous (like the Energy Barrier at the galaxy's edge) might also be good to know.

The size of the campaign area will depend upon how much work the gamemaster is willing to put into the campaign maps, and also upon how fast the characters' ship is. If the characters have a rather slow ship (Warp 3 to 5), the campaign area will not need to be as large as that for a group with a Warp 7 ship. This is pointed up by the fact that a Warp 5 ship will require more than 9.5 days to travel one parsec, whereas a Warp 7 ship can cover the same distance in 3.5 days, or 37 percent of the time.



The star density in the area should also be controlled by the speed of the character's ship. A slow ship will be best advised to travel between densely packed stars, whereas a faster ship can travel with ease between stars that are several parsecs apart.

Of course, the campaign area also depends upon the temperaments of the players. If the players tend to be an unpredictable group, the campaign area needs to be quite large and vice versa. The gamemaster would be well advised to always have five to ten parsecs designed in any direction from the character's current position.

Map Viewpoint And Scale

In mapping out a trade territory, gamemasters should note that, though space is three-dimensional, FASA's game maps are two-dimensional. Star systems are projected as if viewed from above the Milky Way galaxy, looking down perpendicular to the plane of the galactic disk. Some shifting is done to better represent actual three-dimensional distance and for the sake of game convenience. Three-dimensional maps are possible if gamemasters wish to use them, but the added complexity is really unnecessary and does not usually add to the enjoyment of the game. The designers do not normally recommend three-dimensional mapping, and so only two-dimensional maps are discussed here.

Scale of the campaign maps should always be uniform. The preferred scale at FASA is one square equals one parsec. With quarter-inch to half-inch squares, that scale is large enough for quite a bit of detail, but small enough that a good-sized area may be mapped on one sheet of paper. Even so, the entire area of known space (UFP, Klingon, Romulan, and Gorn space together) can take up a whole wall. The maps in **The Triangle** are about one-third inch per parsec.

To make it easy to designate points on the map, draw and label grid lines. To cut down on confusion for small maps, use letters for one direction along the side of the grid and numbers along the other side. Thus, every grid intersection can be designated by a number and letter combination.

Placing the Stars

Most of the "known" galaxy in the *STAR TREK* universe comprises less than one-third of the Milky Way galaxy itself, taking in sections where stars are moderately close together (at the centers of the arms) and areas where stars are farther apart (such as the area the Sol/Terra system occupies, near the edge of a galactic arm). Campaign maps may represent either type of area, and so it is probably best to choose according to the needs of the campaign and not to worry about realism to any great extent. If it is convenient for a campaign area to have stars only a light year or two apart in places, that is acceptable. If the campaign area needs to be more spread out, stars can be no closer than several parsecs apart in some fringe areas.

Furthermore, not all stars are necessarily important to the campaign. In mapping a particularly large area with a coarse grid (like that represented by the Triangle, for example), a campaign planner need only specify the locations of inhabited systems and systems where there are important features but no life—as in automated mining stations or observatories in systems without inhabited planets.

A small campaign area designed for a small trading vessel (the most common independent campaign situation) should contain no fewer than 12 to 15 inhabited systems in the minimum (ten-parsec square) map area mentioned earlier. The gamemaster may wish to have more than this, particularly if some are military bases, prohibited areas, or otherwise unavailable for trade purposes. The more star systems available for trade ports, the more variety of trade runs are possible. The gamemaster should not place too many systems too close together. This would make trading too easy and lose the challenges involved in longer space flights. A maximum of 30 to 35 systems within a 100-square parsec area is recommended.

There are many methods for actual distribution of star systems on a campaign map. On one end of the spectrum, the gamemaster could meticulously decide on the location for each star, in order to exercise total control over the game environment. At the other end of the scale, the gamemaster can place each star randomly by rolling dice, throwing darts, or any other method that seems suitable. The gamemaster could also use a mixture of these two philosophies. Major landmark locations and the general nature of the area would be decided first. Then, other stars are added randomly to fill out the area. The gamemaster would then look over this distribution once all the stars are marked. If any parts of it look uneven or otherwise do not fit the gamemaster's plans, they can individually be moved to more pleasing locations. A gamemaster should simply try for something that looks good for his current needs. He may make changes later to accommodate adventure ideas or special planets. Thus, all changes should be made in *light pencil* at this time.

CAMPAIGN BACKGROUND

With the *basic* map completed, the gamemaster might now start to think about the star systems that the map points represent. The basic planetary statistics for inhabited systems can be created with the rules in ST:RPG2, though the gamemaster may feel free to ignore a randomly rolled planetary characteristic and to pick another if it suits the purposes of the campaign.

Before developing all the planetary data, however, gamemasters should consider the overall situation. More important to the game than the planet statistics is how the economic, political, and social structure of the area is developed. The gamemaster should outline these points before ever generating his first planet. Consideration should be given to the type of area being mapped (frontier, unexplored, major population center, etc.) as well as the type of campaign being run (trade and commerce, galactic trouble-shooters, scouts and explorers, etc.).

The area should not be merely a series of unconnected locations. If trade is being conducted among these worlds, there will be common interests and problems that bind them. Most likely, there will also be differences in goals and desires that separate them. Think about the area as a whole and how each world relates to each other world.

As a history and background for the area is developed, the gamemaster must consider the player characters' role in the fictional fabric being created. Just as though the gamemaster were writing a science fiction story, he will incorporate interesting background ideas that might later be developed as full-fledged adventure scenarios.

The actual background story can be as detailed as the gamemaster wishes, with exact dates and events clearly established. A good model is the history of The Triangle given in that supplement. The details can be created when the background is created, or the details can be filled in later as needed by the gamemaster. The history provides a basis for creating the individual planets, and allows the gamemaster to produce an area of space where the histories of those planets can be related to an overall background.

Creating Planets

Having completed the campaign background, the gamemaster can begin the process of creating the planets. Based upon the game history, he should be more concerned with the planet's *story* than with its *statistics*. The planetary generation system in the basic ST:RPG2 rules can create a reasonable set of planetary data, but it is up to the gamemaster to develop the story behind that world.

It is generally best to first locate the worlds that are the most important to the campaign (or that must be created in a special way to fit with background stories suggested by the overall background of the area). If this means adding a planet into a key area where there were previously no planets, that is perfectly acceptable.

The gamemaster does not have to create planetary statistics completely at random. In fact, he should have a general idea of what he wants many of the planets to be before any statistics are recorded for them. Once he has an idea of what the planet is to be, he can bend the world to fit his idea. For example, if he decided that a planet was to support an aquatic culture, rolling a landlocked planet would be ridiculous. In a case like this, the gamemaster would simply choose a small number for the percentage of land area, and choose a general climate that would suit the race of beings that he had in mind.

Wherever possible, backgrounds of individual worlds should be tied to the overall background for the area. Choosing five or six key planets and then developing them to fit the history and background of the area helps to tie the whole area into a nice package. If, for example, the area is of economic importance, the gamemaster would probably create a couple of trade worlds, corporate headquarters, and maybe even a pirate haven in the area.

Once the most important worlds are placed, others can be generated at random, if the gamemaster wishes. Sometimes a gamemaster will want to change some of the randomly rolled statistics to better fit his long-range plans. Other times, a random roll sparks an idea that results in a planet becoming an important and interesting part of the campaign area.

Eventually, all the worlds placed on the map will be provided with planetary statistics, important non-player characters, and interrelated histories. Important places that the player characters will probably visit right away should have starport maps (and more non-player characters to populate them) and some interesting native life forms prepared for them. The worlds can be developed in more detail by the gamemaster as needed.



Filling in the Gaps

To fill in gaps in the campaign background, remember to develop in advance a number of adventure plotlines for the characters to stumble into. These can be simple adventure ideas with little development, such as potential revolutions, lost artifacts, hidden ruins, and even ancient cultures. Some plotlines, however, should be well-developed adventures on a par with those published by FASA.

Gamemasters should always strive to be thinking several adventures ahead of the players, so that clues and adventure spin-offs, important non-player characters, and so forth can be introduced naturally and slowly into the campaign background during play. A campaign is a *chain* of adventure situations all connected by the overall setting and by sets of interrelated events involving the player characters. Plan well, and a game campaign can be a marvelous experience for gamemaster and players alike.

CREATING A CAMPAIGN SETTING

In this section, we will use the above methods to develop a campaign area known as the Twilight Nebula. Though it is intended as an example, gamemasters are free to incorporate it or adapt it to their own purposes.

THE TWILIGHT NEBULA

The Twilight Nebula is intended as an example of a sample space that a gamemaster might create on his own, and is not to be considered an official addition to FASA's *STAR TREK* universe or restrictive on future game and adventure materials in any way. The actual process of creating an area of space for campaigning will be discussed step-by-step, using the campaign group discussed in the character creation notes as an example. This group of four player characters, headed by independent merchant captain Lawrence "Lucky" Jordaine, forms the crew (and share owners) of the *Four Leaf Clover*, an *Argon* class small cargo vessel. Jordaine and crew could easily operate in The Triangle, but the gamemaster has decided to create an original campaign setting instead.

The gamemaster wants to use Klingons as major antagonists, but is not interested in using Romulans. He therefore decides that the campaign area will be a section of space where the Klingon and UFP spheres of influence intersect on the side of the Organian Treaty Zone opposite The Triangle. This allows the area to encompass Klingon-claimed, UFP-claimed, and non-claimed star systems.

Both the UFP and the Klingon Empire are just getting a foothold in the area. The Klingons have established a well-defined border marking off the area of space they currently claim. They would no doubt like to expand their influence beyond that border, but they are not prepared economically or militarily to develop and defend any more territory. Several UFP worlds have colonies in this sector of space. One of these is now well established, independent, and a Federation member world in its own right. The gamemaster also decides he wants to have one independent native non-Human race (a minor race) in this area, as well as one world that has a native civilization that is under the protection of the UFP Prime Directive. The gamemaster decides this before ever knowing the exact nature of these planets or where they will be located. They are simply ideas he wishes to incorporate into his game.

FIRST STEPS

The gamemaster begins making a list of things to be incorporated into the planet descriptions and background histories. The fact that this is a wild-and-wooly frontier area for both the Klingons and UFP suggests that there may be pirates operating here, so far from the bulk of military might. The Nebula itself seems like a perfect location for a pirate base, perhaps with renegades from both the UFP and the Klingon Empire operating there. One planet in the unexplored part of this region perhaps has a native non-Human race that has yet to be contacted. Each of the major governments should have a small naval base that is well fortified but protected in both cases by only a few ships. Perhaps the Klingons in this area hold a native servitor race in thrall.

Gradually, the background ideas begin to come together into a well-defined history. Several UFP races (mostly Humans, Andorians, and Vulcans) settled in this area first, prior to the Four Years War. The war years pulled the focus of expansion and fortification away from this side of the frontier toward the Triangle and the extreme end of the Klingon/UFP border, where most of the fighting occurred. After the war, the Klingons began gradual expansion in the Nebula area, but the war years had left them unable to adequately fund such ventures, or to provide a large battleforce to support the area. Pirate activity flourished, with neither the UFP nor the Empire able to devote much time to ending it. After a while, the longer-established UFP colony worlds and the better-armed Klingon newcomers pushed pirate activities back into the Nebula itself and into the reaches of unknown space. The area around the Nebula is now developing as an important trade area, with the independents flourishing. The larger corporations are now beginning to move into the area, sparking fierce competition for cargoes.

Pirate activity is based within the Nebula itself. The gamemaster has decided that the dense gases of the Nebula block starlight and subspace radio, and render sensors useless except for visual sensors at extremely close range. This could be the perfect place for a pirate base. If the random placement of star systems had not located a planet here, the gamemaster could have created one anyway, perhaps deleting a planet from a less-advantageous location somewhere else on the map.

The idea of a base underground in an otherwise lifeless planet appeals to the gamemaster, and so he decides that the pirate base will be concealed in this manner. He uses the ST:RPG2 planet generation system to decide on a number of satellites and the planetary gravity, size, rotation, and mineral content for this dead, barren world. Because the world in question is not a Class M planet, the system is not applicable for determining land area, atmospheric density, or climate. This airless ball of rock has no water or atmosphere. The only life is within the underground chamber created by huge dismantled ship's phasers. Running from the law, Klingon and UFP-race pirates cooperated to build the ultimate in pirate strongholds, Twilight Base.

The gamemaster develops complete statistics and background information on Twilight Base (including non-player characters for the pirate leaders among Klingons and Humans), perhaps even doing maps of the interior. He then continues to place other important worlds. The homeworld of the previously discussed native alien race will be at coordinates B6, and the gamemaster plans out that race and their homeworld using the ST:RPG2 rules. They end up as an intelligent reptilian species on a hot, swampy planet. A decision is made to have them sufficiently advanced to have

their own space program, and to trade with both the UFP and Klingons. They even have a colony world at coordinates E2 (thanks to a Klingon-funded interstellar expedition), which now threatens to break away from the parent and become a Klingon satellite world.

Other locations, such as the major border patrol base for the Klingons (at B3, home of our NPC Klingon captain), the only Federation member world (at G5, originally an Andorian colony), and the world under Prime Directive protection (at J8, with a native Humanoid civilization and a feudal society) are placed and developed with major non-player characters and background stories. This planet is guarded by a Federation outpost on the nearby planet at L8.

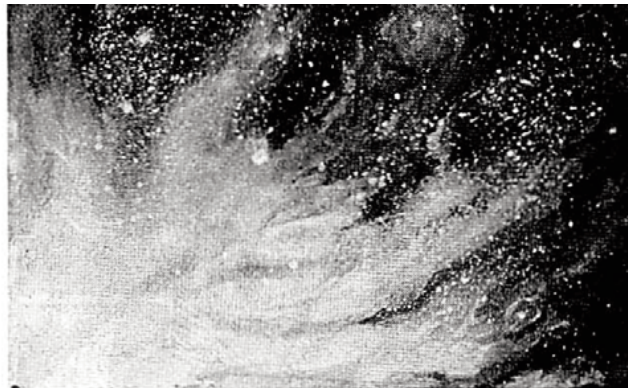
For example, the Federation member world at G5 is not the oldest colony in the region. A mostly Human-settled colony at J10 is older, but was not granted independence from its mother planet. During the war, the planet that funded the original expedition had little time to waste on directing the fortunes of a colony planet, and so began to allow the colony world's government to make most of its own decisions. They have had little influence on their colony for some time, but only recently was formal independence granted and application made for full Federation membership. But the planet at J10, which is named Enid VI, still has the area's largest spaceport and the largest stable population. It is decided that this will be home base for the player character group at the beginning of the game campaign.

As we noted earlier, a gamemaster should never let the dice rule the game. On the other hand, certain odd die rolls can suggest possibilities that he had not previously considered. The planet at C1, for instance, turned up with a cool temperate climate and a thick atmosphere. This world was intended as a Klingon agricultural world by the gamemaster, but such a place does not offer ideal conditions for the Klingon physiology. To deal with this dilemma, the gamemaster decides that the Klingons' presence there might actually be fairly small, with most of the work done by a servitor race. As he had already established a servitor race at A1, the gamemaster decides that the C1 agricultural colony is worked by forced labor transported from among the residents of the planet at A1.

THE SCENARIO

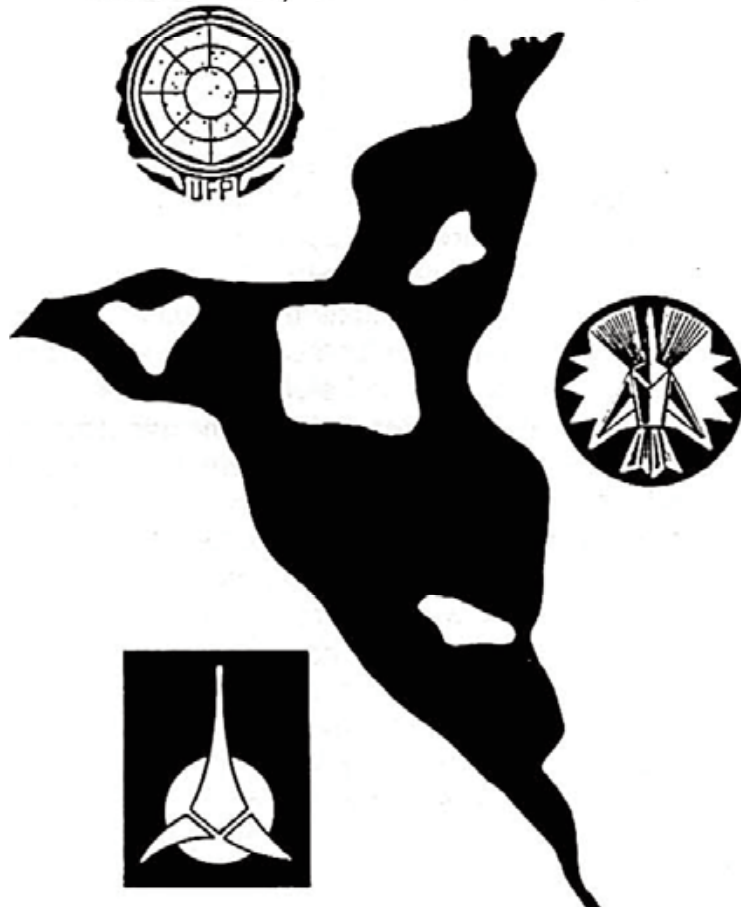
In this example, the gamemaster has prepared an elaborate adventure starting on Enid VI when the characters are approached by a man who wishes to hire them for transport to the independent, corporate-owned tradeworld Bonanza (at G7). The man has plenty of money, and asks only that the player characters keep quiet about their destination. Investigation would reveal that the man has recently been released from a Federation prison after serving a sentence for piracy, but that he is now free to go where he chooses. Where he got large sums of money is a mystery. If the player characters take him on as a passenger, he will learn all he can about them and their ship during the trip. Making contact on Bonanza with former comrades, he will then use his knowledge to prepare an armed hijacking of ship and crew so that he can get back to Twilight Base.

Assuming the player characters foil the hijacking, they may obtain from the old pirate a computer cart containing the coordinates of the as-yet-unexplored world at E10 and the possible location of a large cache of pirate booty. (If the hijacking is successful, they may end up there anyway, pressed into service on a pirate vessel.) Of course, neither the player characters nor the pirates know that the world chosen as a hiding place for pirate loot is the home of an intelligent, savage avian species that has since found the cache and lies in wait for the return of the invaders.



This adventure setting will be the player group's introduction to the campaign. It has the advantage of getting them into the action quickly and of having many possible directions and spin-offs for later use. Will the old pirate (or, if he didn't survive, his old crew) pursue the player group? Are the UFP authorities following the pirate, hoping he will lead them to his long-hidden cache so that it can be recovered? Is a rival pirate (perhaps a Klingon) going to learn of the old pirate's release and try to steal the booty he is rumored to have hidden? The range of possibilities for further adventure are quite broad.

Perhaps the characters will meet a young Star Fleet officer when explaining to the authorities about their part in the pirate treasure recovery. He believes their story and convinces his superiors not to hold the player characters responsible. At a later time, he may ask the player characters to return the favor when his career is threatened by his failure to capture a known pirate. When he asks the player characters to act as bait for a hijacking, how can they refuse? After all, a Star Fleet patrol ship will be nearby (unless it is suddenly called away by an emergency, leaving the characters on their own.)



TWILIGHT NEBULA SECTOR MAPS

Maps and basic planetary descriptions for the Twilight Nebula campaign are provided here. Gamemasters may use them as inspiration, or continue their development and set their own campaign in the Twilight Nebula area. As this is not an official addition to the FASA *STAR TREK* universe, many of the details have been left as an exercise in creativity for the individual gamemaster. There is also plenty of space for additional planets to be added and filled out by the gamemaster.

Non-player characters, background, and adventure ideas from the previous section can be adapted, elaborated on, expanded, or thrown out altogether as the gamemaster desires. Remember to tailor the game setting to the needs of the player character group, changing whatever is necessary to make it work.

Two maps are provided: a gamemaster's map and a player's map. The gamemaster's map shows the position of all the planets in the area, just as they stand. The player's map, however, is conspicuously lacking one of the planets—Twilight Base. This planet would be unknown to the players at the beginning of the campaign, and so may be added after their discoveries. Of course, the players may be told rumors of the pirate planet within the Twilight Nebula, but its exact location should be a mystery. Also given on the player's map is data on the population size and planetary type for each of the planets. This information is similar to that presented on the map in **The Triangle** rules set, and it enables the players to see at a glance what kind of planets are out there.

Bonanza (G7)

Population Code: C

Though mostly Human-controlled, the corporation that owns this tradeworld (Bonanza Development Corporation) is chartered within the Organian Neutral Zone and maintains a strict neutrality in their business dealings. Like most such places, it is a rough and ready world of slick operators, backroom deals, and fast living.

Dalanda V (D4)

Population Code: X

This small trade port is the site of the sector's only UFP naval base, in an underground installation on a poison-atmosphere world. An excellent dilithium mine is the reason for the unusual location.

D'Livian VI (I3)

Population Code: D

This is an Andorian colony world, affiliated with Torrt VI, which is noted for exporting rare, colored hardwoods that bring fabulous prices.

Duo III (E5)

Population Code: D

This is a developing UFP/Andorian industrial colony, settled by natives of Torrt VI.

Dvlaak (A1)

Population Code: C

Formerly called "Varadd" by the natives, this Klingon agricultural planet is the home of a Klingon servitor race, the Varadee. This lemur-like, marginally sentient species of simple farmers now works under the iron rule of the Klingon Empire. Their standard of living has improved, but their freedoms are minimal. Those who oppose the Klingon rule of the planet are frequently shipped off to the less-appealing prison colony on Klaan.

Enid VI (J10)

Population Code: B

The oldest established colony in the region, Enid VI has only recently been granted formal independence from its parent world and has applied for full Federation membership. Enid is a well-developed urban and industrial world with the finest spaceport and largest population in the area. Settled mostly by Humans, the planet also has a strong Vulcan population (mostly in the city surrounding the major spaceport) and a scattering of other UFP races. Their application for UFP membership is bitterly opposed by some of the political bosses of Torrt VI, who would just as soon continue as the only full Federation member world in this sector. It is unlikely that Torrt's opposition will matter in the long run, however.

Enid is a world of great natural beauty, preserved through its growth and urbanization by strict controls on environmental pollution and ecological restructuring. A model of harmony between nature and technology, Enid will make a fine addition to the UFP, unless the minority-party Torrt leaders can come up with some very good arguments against the petition.

Facet (A8)

Population Code: X

Facet is a small dilithium mining colony operated by private interests (a UFP-chartered, Human-controlled company) that is protected by the UFP and coveted by the Klingons. Its location beyond the Twilight Nebula leaves it cut off from subspace radio contact except through the T'Rillian agricultural colony, as automated relay stations seem to mysteriously stop functioning after awhile (probably due to pirate activity or Klingon interference). Klingon influence has so far kept the RRissith from allowing a UFP communications relay station to be established in their home system (at B6), but the revelation that the Klingons are secretly encouraging the rebels on SSleen might change that.

Katan III (J8)

Population Code: C

The natives of this world are a Human-like race in a feudal period of sociological development (Tech/Soc Index 4-334233). It is a UFP protectorate, closed to interstellar traffic by Prime Directive mandate, and is not to be contacted or interfered with until it has developed a society that is capable of dealing with the galactic community. Occasional Federation sociological observers make 'field trips' here to study the culture, traveling dressed as natives. Other expeditions are forbidden.

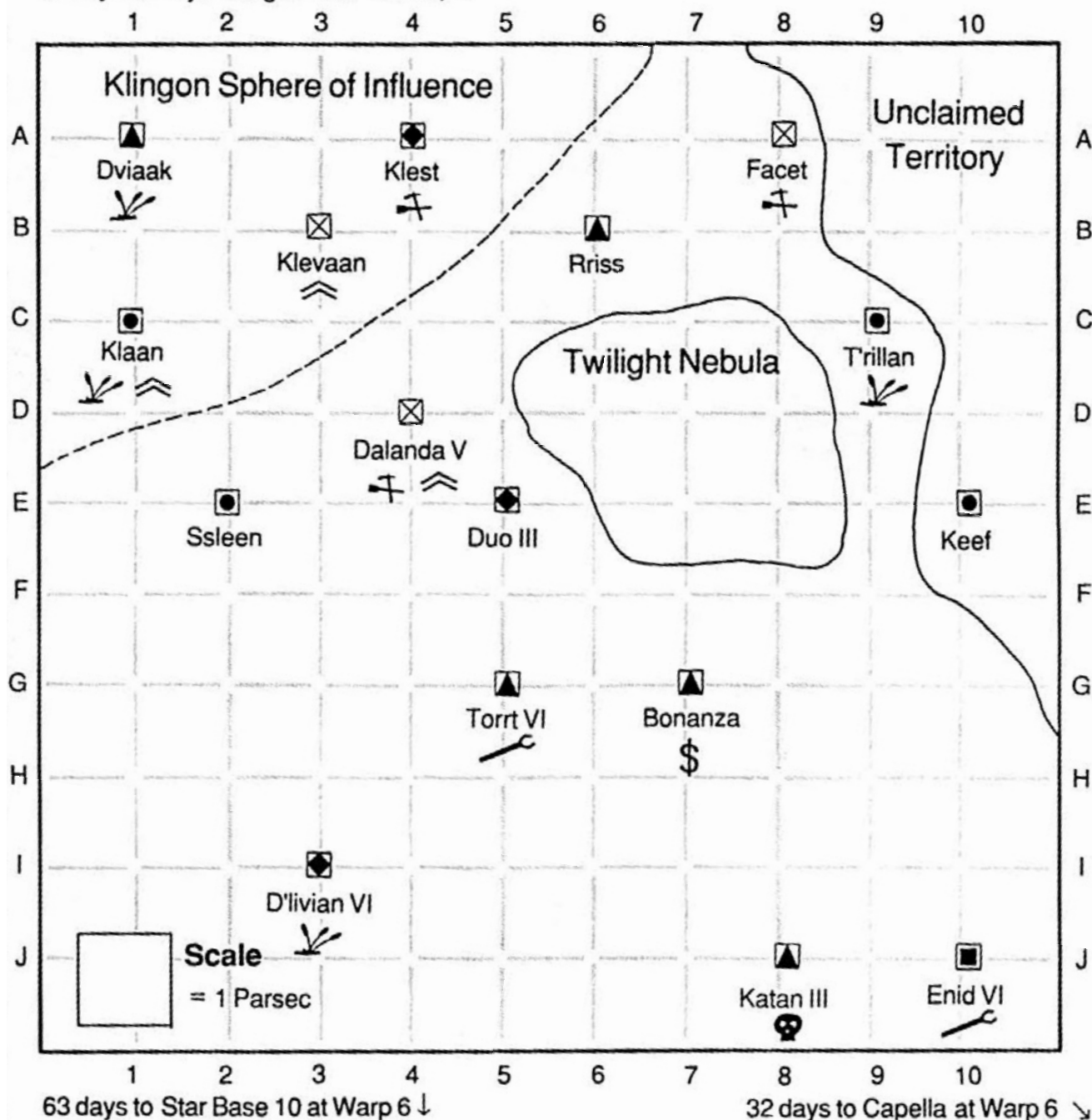
Keef (E10)

Population Code: E

This planet was reported by an early Federation scouting expedition, but is unsurveyed and unexplored. It may be several years before the UFP has the manpower to mount a major expedition in this area. A native race of savage, bird-like beings lives here, though their settlements are spread out enough that the first surveys missed them entirely. Many of the plants in Keef's grasslands are sources of valuable medicinal agents, but this fact remains unknown to the present day. There are many dangerous life forms here.

Twilight Nebula Area Player's Map

17 days to major Klingon base at Warp 6



Population

- = (A) Very Heavily Populated
- = (B) Heavily Populated
- ▲ = (C) Moderately Populated
- ◆ = (D) Sparsely Populated
- = (E) Very Sparsely Populated
- ⊠ = (X) Small Station or Colony

Major Exports and Other Notes

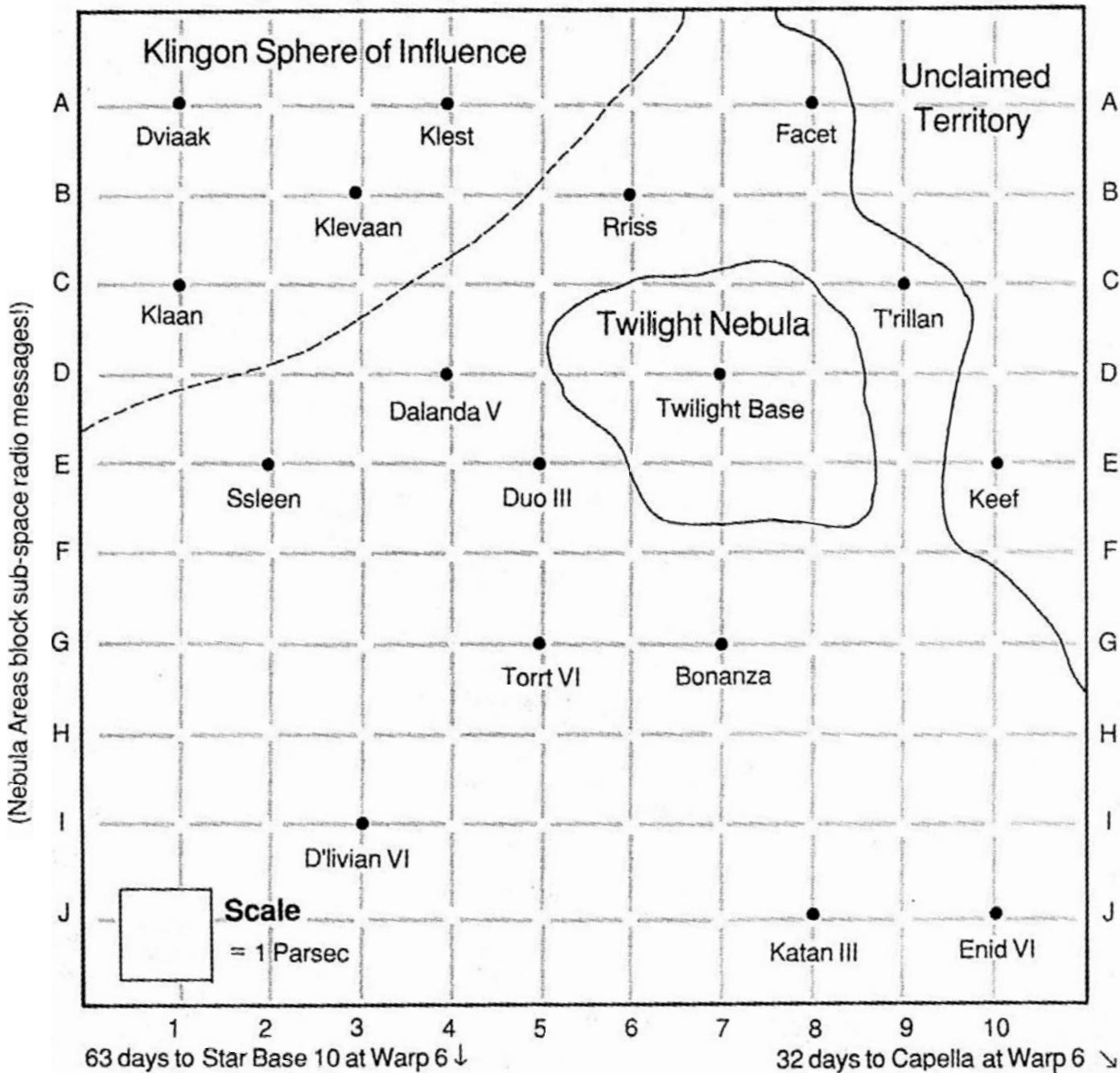
- ⚒ Mining
- ⚒ Military Base
- 🌾 Agriculture
- 🔧 Industrial
- 💰 Tradeworld
- ☠ Prohibited

Twilight Nebula Area

Gamemaster's Map

17 days to major Klingon base at Warp 6

1 2 3 4 5 6 7 8 9 10



The Merchant Adventure

Klaan (C1)

Population Code: E

This agricultural prison colony is worked by 'trouble-makers' from among the Varadee servitors of Dvlaak, transported here because the planet is too cold and uncomfortable for Klingons to farm. There are about 100 Varadee for every Klingon resident, but the Klingons have the only weapons, and the lemur-like Varadee are not particularly strong or skilled fighters.

Klest (A4)

Population Code: D

Klest is a major Klingon mining colony, rich in metals and fossil fuels but low in radioactives. Klingon planners avoided the expense of importing radioactives or setting up expensive solar power stations by using the fossil fuels, but this has somewhat backfired, resulting in planetwide pollution that is a growing problem.

Klevaan (B3)

Population Code: X

This airless world houses the major border naval facility for the Klingons in this region. The subterranean base is well-fortified, but is supported by a smaller-than-normal contingent of ships. The base commander is an older Klingon of distinguished line, but all know that the real power is held by Captain Krab, whose ambitions drive him to repeatedly request that more naval power be assigned here under his command. So far, these requests have been unheeded by his superiors in Imperial Fleet Command, who see no real reason to divert needed starships from other, more important areas of space.

RRiss (B6)

Population Code: C

A swampy, hot world, this planet is home to the RRissith, an advanced reptilian civilization. Both the UFP and the Klingon Empire have always courted the favor of the RRissith, but the Klingons have wielded more influence since their agreement to aid RRiss in establishing a colony world at E2 (SSleen) using Klingon vessels as transport. The RRiss government is somewhat dictatorial (which may be why they get along with the Klingons so well).

SSleen (E2)

Population Code: E

This RRissith colony world was established with the help of the Klingon Empire, which provided funding and interstellar transport. Knowing that the move to the new world would be a one-way trip for most colonists because the RRissith have no warp drive ships of their own, many of the colonists were 'selected' from among political opponents of the current RRissith leadership. (This move was also a Klingon suggestion.)

Klingon cooperation has been a ploy, however, to obtain both RRiss and SSleen as Klingon satellites. The Empire is secretly supporting a rebel effort on SSleen, while encouraging the RRiss government to commit men and arms (transported aboard Klingon ships) to suppressing the rebels. The Klingon plan is to weaken both groups and both planets with civil war. Then, they will 'help' the ravaged planets by supplying Klingon advisors and Klingon 'peace-keeping' forces, enabling them to take virtual control of both worlds without an attack that might bring the UFP into the conflict. The government forces hold the major city and spaceport, while the less-developed areas of the swampy planet are held by the rebels.

Torr VI (G5)

Population Code: C

Established as an industrial colony by Andorian pioneers, this metals-rich world is now well developed and independent as a member of the UFP in its own right. The Torr government is democratic, but controlled by several political parties that are all somewhat corrupt. Their favored status as the only Federation member in the sector is threatened by Enid VI's petition for membership. The controlling party of Torr takes a moderate, disinterested view of this, but powerful minority party members wish to use their influence to block Enid's membership. These politicians are considering secretly allying with radical terrorist factions to create incidents to embarrass the Enid government and to cause the UFP Council to deny membership.

T'Rillian (C9)

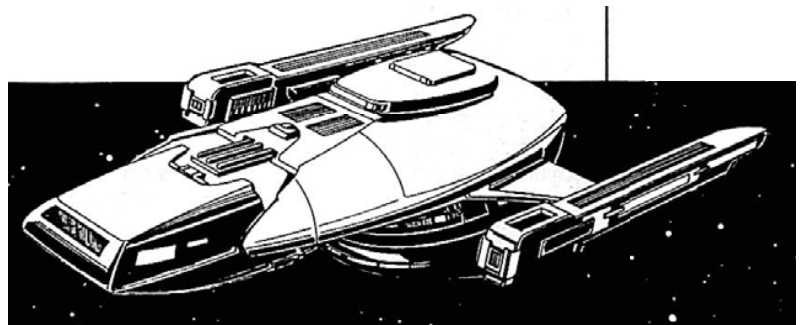
Population Code: E

T'Rillian is an agricultural planet settled by a Vulcan sect that believes in a life of absolute serenity and simplicity. It is named for the legendary Vulcan woman who was that planet's 'patron saint' of agriculture and farming. The T'Rillian spaceport is somewhat crude, but there are always rich cargoes of foodstuffs available for export, thanks to the planet's mild climate and long growing seasons. T'Rillian natives use modern equipment for farming, but live in simple huts, as they eschew using technology for personal pleasure. Some natives are said to have turned the Vulcan mental abilities to the pursuit of a true oneness with Nature, and can direct the growth of plants, the pollenization patterns of insects, and even affect the genetic structure of growing things to produce hardier varieties of food plants.

Twilight Base (D7)

Population Code: X

Twilight Base was constructed by an unholy alliance of Klingon and Human space pirates, using dismantled ship's weaponry to hollow out huge caverns in a lifeless world. The nature of the Twilight Nebula and the base's underground location prevents it from being discovered by the authorities. None can come here without a 'Twilight Key', which is actually an inertial tracking device that overrides a ship's navigation sensors and guides it to the base. Even a captured pirate could not guide a ship to the base without a Twilight Key, and no key has ever been captured intact. This semi-legendary pirate haven is no longer the swash-buckling center of adventure it was in past years. Piracy is being effectively suppressed by UFP and Klingon defenders, and the only ones left in this den of iniquity are those too stubborn to quit or too far gone to know any other life. The hard core of the pirate life at Twilight Base is represented by fewer than 20 pirates who are hunted by the authorities of both great governments to such an extent that they dare not show their faces on any civilized world. Some of these are now simply tired old men. Others are still vital and dangerous kingpins of crime who manipulate their holdings from the safety of Twilight Base.



Once a detailed campaign setting has been created, the gamemaster must people it with interesting characters. Of course, NPCs are a way for the gamemaster to join in the action, and give him some of the enjoyment of roleplaying, but they are much more than that. NPCs are necessary to draw the player characters into the adventure through interaction and conflict.

In short, just as in any good fiction, the campaign adventure needs conflict to make it happen. Conflict should not always imply combat, however. Life and Human interaction is a series of comparisons between what one person wants or needs and what other people want or need. Where those goals are similar, people tend to cooperate. Whenever they are different, however, there is conflict. Conflict can be resolved by compromise. Laws, rules, and traditions are formal decisions on how conflicts are decided without combat, and most game conflicts should be decided in the same way.

Some new gamemasters tend to make the mistake that all non-player characters are adversaries for the player characters. This is definitely not true. NPCs can also act as friends, companions, customers, supervisors, and a whole host of other character types who are friendly to the player characters. Even friendly characters can enter into conflict with the player characters sometimes, though. After all, no two people can agree one hundred percent of the time, even if they are the best of friends. That is life, and that is also part of roleplaying.

NPC ROLES

Because combat is such a small part of game conflict, the need for NPCs goes way beyond the creation of villains. There is, of course, the need for villains, but there are many types of NPCs needed to fill out a campaign setting. The following three sections describe the patron, the rival, and the ally.

The Patron

Non-player characters can be used to bring player characters into adventure situations. Most often, these characters are referred to as patrons. A patron is a person who sponsors the player characters in some venture. Patrons may wish to hire player characters to perform a task, or may be willing to provide financial backing for some project the player characters have in mind (from which the patron would receive a healthy profit on his investment).

Patrons can sometimes provide player characters with as many headaches as solutions. After all, a patron will wish to protect his investment or supervise his employees. This may lead to the involvement of an important NPC patron in an adventure situation for which the character is unsuited, forcing the player characters to protect him or undo his mistakes.

Another possibility is that the patron will double-cross the player characters at some point. There are many examples in fiction of a wealthy patron hiring the heroes to perform some task, only to inform them in the end that for some reason, they will not be paid for the task. As with any plot device, this should not be over-used, but can provide many interesting possibilities. Remember that if the patron is planning to double-cross the player character, he will usually have bodyguards or some other way to insure his continued existence. Getting even with such a character will provide the characters with further adventures.

The Rival

Of course, NPCs may be rivals, in business or personal matters. This does not mean the NPC is necessarily an enemy. Rivals can be friendly and still have conflict. An NPC-operated trading vessel that makes the same type of runs as the player characters' ship makes for an interesting conflict. Both crews will have to bid against one another for jobs and a good deal of campaign interest can be maintained trying to stay one step ahead of rival traders.

The previously mentioned example of the double-crossing patron is an example of how NPCs can shift from one type to another. In this case, once the patron double-crosses the player characters, he becomes a rival.

The Ally

NPCs can also be allies. If a player character meets a stranger in a starport tavern and later helps rescue him when the stranger is mugged in a back alley, the player character may gain a friend and ally. If the stranger happens to be the assistant cargomaster at the local spaceport, he may remember his friend next time the player characters need to cut through the red tape and raise ship *fast*. Such allies can become continuing characters. The gamemaster runs these characters, but they may become regular members of a player character group.

NOTE: Sometimes the status of a non-player character is not always clear at first. Some allies may be rivals who are attempting to gain the confidence of the player characters. On the other hand, some 'rivals' may become trusted friends once the player characters reach a mutually beneficial agreement with the NPCs or they discover themselves on the same side in a more important conflict. The important consideration is the NPC's motives and goals, not an arbitrary label placed on the character when it is created.

There are many other character types that can play a role in the adventure. These characters include bartenders, cabbies, pawnbrokers, portmasters, shopkeepers, and many others. Obviously, the gamemaster cannot create elaborate backgrounds for all of these characters, but he should try to have an idea of what they are like. Jotting down a couple of simple descriptions such as greedy, leering, and the like will give the gamemaster an idea of how to play these NPCs. Each should be obviously different from the next, and not just stamped out of the same mold. The object here is to have fun, and play-acting a nasty cab driver or a greedy pawnbroker can make the game much more enjoyable for everyone.



CREATING NPCs

NPCs should have depth and personality in order to make them seem alive. They need goals and objectives for which they will strive. They should also have some sort of background, just as the player characters do. Creating these may seem like a lot of trouble, but the result is well worth the effort. An adventure with well-developed characters will seem that much more real to the players, and can also increase the gamemaster's enjoyment.

Actually, creating non-player character data is very much the same as creating player characters. The difference is in the amount of detail that the gamemaster must put into that creation process. Each NPC should have a full set of attribute scores. These can be rolled using the character creation process given earlier, can be rolled by any other means the gamemaster wishes, or even created out of thin air. For example, if an NPC is supposed to be a port security guard, the character should probably have a rather high *DEX* score. The gamemaster may just decide that the character's *DEX* score is 65, and let it go at that. On the other hand, that same character's *LUC* score could be anything, and the gamemaster simply rolls that on percentile dice.

The skills and skill ratings chosen for an NPC will depend upon the importance of the NPC. For example, that security guard is rather unimportant, and the gamemaster would not want to spend too much time creating him. Thus, only the skills that the character is likely to need are created beforehand. As with the attribute scores, skill ratings can be chosen or rolled as the gamemaster wishes. In the case of the security guard, his *Marksmanship* and *Personal Combat* Skill Ratings should be created, with not much more needed. If another skill rating is needed during the game, the gamemaster should be prepared to create it on the spot, or decide that the character has no training in that skill. One aid that the gamemaster should not overlook is the **Game Operations Manual** in the ST:RPG2 rules set. The section entitled **Designing NPCs** can help the gamemaster create many standard character types.

More important NPCs should be created in more depth. These characters can actually be created using the character creation and training system, as if the character were a player character. This is quite justified, because it is likely that a good character may—and should—pop up again and again. This is especially true of characters that are *meant* to be continuing NPCs. Corporate rivals, regular patrons, and allies should be given as much detail as possible.

All NPCs should be created with *personalities and goals*. Some of these goals will conflict with those of the players, and if the conflict cannot be resolved by compromise, the NPC might well be a villain in the eyes of the player characters. But people are rarely villains in their own eyes. People have *motives* for their actions, and gamemasters should create NPC characters with distinct motives of their own.

Cardboard characters (especially villains) limit the fun by removing any need for creativity on the part of the players. If the only reason for an NPC's existence is to make life miserable for the player characters, the players will abandon creative ideas and simply fight the NPC at every opportunity. There is no room for interesting roleplay. Likewise, if a minor NPC is a storekeeper, whose only reason for existence seems to be to sell the player characters needed items, there is no fun involved in buying things. The character has no other interests, background, or personality, and there is no way for players to interact with him.

Suppose, however, that these same characters are given a bit of background beyond their immediate role in the campaign. A typical cardboard villain is a Klingon. But even Klingons have *reasons* for their actions, so that if a Klingon is to plague the player characters repeatedly, the gamemaster must know *why* they are in conflict. The same holds true even for the minor storekeeper NPC. Who is this man and why does he do what he does?

One way to differentiate characters is with *physical description*. If a character has a distinctive appearance or physical trait, it helps the players think of the NPC as a unique person. The gamemaster decides that the Klingon is a Human-fusion type (like the ones seen in the *STAR TREK* TV series) who is of mature years. His dark hair is shaved in a widow's peak in front, and he wears a thin, precise goatee beard. The storekeeper, it is decided, will be particularly distinctive to make up for his somewhat drab job. He is in his mid-60s, with dark skin contrasting silver-grey hair and eyebrows. He is in excellent health and is still quite handsome in a rugged sort of way. His right arm is missing, starting just above the elbow.

Another way characters are brought to life is by providing them with *mannerisms and habits*. These can include ways of talking (accents, odd sentence structures, educated use of jargon and technical terms, etc.), moving, and behaving. The Klingon villain has a low, menacing voice and a precise military manner, as if he is constantly attempting to conform to a high military standard. The storekeeper's conversation reveals a familiarity with military slang and technical spaceflight terminology as well, but he is relaxed and friendly. Even so, an observer can tell that he is quite alert and observant, rarely missing anything that happens around him. He also has a somewhat disconcerting habit of gesturing with the stump of his right arm. He is fond of children, and keeps candy and treats behind the counter for them.

Hints on the creation of such visual *recognition handles* are given in the ST:RPG2 Game Operations Manual in the section called **Creating Vibrant Descriptions**.

Character Background

One of the most important ways an NPC can become more real is with the addition of a *background* that tells how he arrived where he is now. This background may never be known to the player characters (or only partially known after much interaction with the NPC), but it is important to the gamemaster so that the NPC can react to things that happen in relation to his early experiences. Backgrounds should be more detailed for important characters who will be encountered again and again, but they can be sketchier for minor NPCs. If a minor character suddenly becomes important, the gamemaster can fill in more about him at that time.

The background for our Klingon character should be fairly detailed, because it is intended that the player characters run into him again and again. Currently, he is the captain of an out-of-date *D-7A* Cruiser that is stationed in the Twilight Nebula area on border patrol duty. This sort of assignment is where many Klingon captains would begin a career, but this character has served in the Imperial Fleet for many years. Once, he commanded a battle group of three *D-7* Cruisers. Three years ago, however, distant cousins of his were accused of plotting against the Klingon emperor and executed. The entire line fell under suspicion and he was forced to resign his command and to take a less sensitive position. This change cost him much personal status, and he intends to regain it any way he can. He is a loyal Klingon, and blames his downfall on the fools within his own line who plotted unsuccessfully against the Emperor.

His fondest desire is to rebuild his reputation, but he is handicapped by a somewhat boring assignment and the tendency of his own young and ambitious crew to think of him as a has-been. He compensates for his problems by making trouble for small merchant vessels in the area, which he accuses of spying for the UFP. He would very much like to find some evidence of smuggling or espionage so that he can accuse the UFP and convince his superiors to commit more ships, under his command, to the area.

We can be less specific about the storekeeper, until such time as he becomes important in an adventure. He once was a Star Fleet engineer, but received a medical discharge when he lost his arm in an accident while using a cutting beam in zero-G. He is one of those rare individuals who is transplant-resistant, and he dislikes the idea of using an artificial arm because he considers it dehumanizing (an odd but interesting opinion for a technician to hold). He does own three or four artificial limbs, including one that is practically indistinguishable from the real thing, and another with micromanipulators for delicate circuit work, but he has not used them for years (though he keeps up with the technical literature).

He started his small general store on Enid VI with his Star Fleet pension, and runs it more as a hobby than a business. It barely breaks even, but he really does not care. The man located here on the frontier in a major starport because he still has the longing for space. Because he is convinced his handicap would disqualify him, he would not apply for a berth on a merchant ship. He has never been married (mostly because of his lack of self-confidence), and has no family, though he would have liked to have had children.

Note that the backgrounds created for characters can often contain the sparks for future adventuring. The storekeeper might be a valuable addition to a ship's crew at some time in the future. The Klingon captain might be sent more ships if there is trouble along the border.

Once this much is known about the characters, it would be a good idea to give them *names*. Names may reflect the character's personality or background, or may, under some circumstances, *conceal* this background. The Klingon will be called *Kevlath sutai-Plaviteem*, though Captain Kevlath rarely makes use of his dishonored family name these days. The storekeeper is LeRoy Gannet (formerly Lieutenant Gannet of the *USS Spinnaker*), known as Mr. Gannet to his customers and "Papa" Gannet to the local children.

For important non-player characters, a gamemaster will want to generate a complete set of attribute scores and skill ratings. This can be done with a full character creation system (like the one used to create Captain Kevlath in FASA's *The Klingons* supplement), or by starting with a basic character type (such as the generic characters in the gamemaster notes of the ST:RPG2 rules) and adding specifics and changes. For characters that are not central to the action, just the statistics and skills important to that character's primary function need be specified at the start. For LeRoy Gannet, the gamemaster would want to know his *Trade and Commerce* Skill Rating right away, but only a general idea of his other skills is necessary unless the characters bring him into the action. If this happens, the gamemaster can return to the character and be more specific about his abilities.

These two formerly-cardboard characters have now come to life. NPC characterization can enrich a campaign if the gamemaster is willing to spend a little time to prepare.

THE NPC MERCHANT IN STAR FLEET CAMPAIGNS

Much of this supplement has been aimed at setting up a campaign centering around trader or merchant player characters, but the same rules and information can be applied to putting merchants into Star Fleet campaigns as non-player characters.

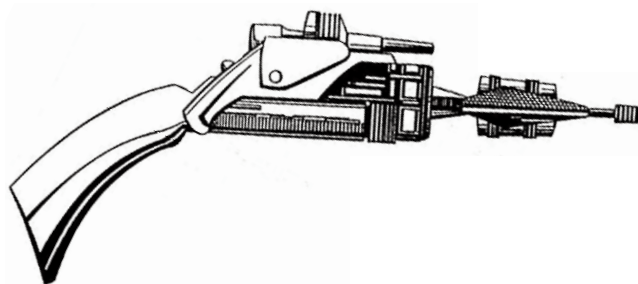
Several episodes of the *STAR TREK* television series had interstellar traders as important minor characters, most notably *STAR TREK*'s most popular episode, "The Trouble with Tribbles" by David Gerrold, which featured the unforgettable trader, scout, and all-purpose rogue Cyrano Jones. Another *STAR TREK* favorite, Harcourt Fenton ("Harry") Mudd, turned a credit quite often as an interstellar trader, usually selling things that were illegal, were not what they were represented to be, or were not owned by him in the first place! These larger-than-life individuals are not really intended as player characters, and players should not expect to begin the game with characters matching their capabilities.

Interstellar traders can present several entertaining ways of sparking an adventure situation for Star Fleet campaigns. The *Enterprise* was once called on to rescue Cyrano Jones from a pursuing Klingon warship ("More Tribbles, More Troubles"), and even though Kirk might rather have thrown him back into space, he was obliged to aid a Federation registry ship in distress. Player characters might be in a similar situation someday, further complicated by the fact that their stop to rescue a merchant makes them late for an important mission. Whether the "distressed merchant" turns out to be a Klingon spy or a harmless kook with a hold full of Betelgeuse boreworms is up to the gamemaster.

Part of Star Fleet's job is to police the trade regulations of the Federation. There are laws against transporting harmful animals ("The Trouble with Tribbles") and against selling drugs that do not perform as advertised ("Mudd's Passion"), not to mention regulations against smuggling, hijacking, and piracy. Star Fleet crews might be called upon to enforce the law in such circumstances.

Shipping companies and trade associations have been known at times to take friendly business competition to extremes. When this happens, Star Fleet may have to step in to keep merchants' rivalries from becoming shooting wars. Tradeworlds and freeports are great places for Star Fleet adventures, too, especially beyond the zone of Federation jurisdiction, where players might have to operate clandestinely with no help from Star Fleet Command (or perhaps none from their own ship)!

It is even possible for experienced players and gamemasters to make an attempt at crossing over merchant campaigns and Star Fleet campaigns, either featuring two separate player groups in the same game universe, or two sets of player characters run by the same people! This can be great fun, especially if the goals of the characters conflict. The FASA adventure *Margin Of Profit* sets up just such a situation, and is recommended for experienced groups looking for a real challenge. No matter what approach the gamemaster takes, the material in this supplement can enhance the play of any *STAR TREK* campaign.



ESTABLISHING THE ADVENTURE

In previous sections, we covered adventure preparation, location, and casts of non-player characters. In this final section, we will put all that together. For additional detail on the ideas presented here, see the section on gamemastering campaigns in **The Triangle Campaign**.

ENCOUNTERS, SCENARIOS AND CAMPAIGNS

In gaming terminology, encounters are the building blocks of scenarios, while a campaign is made up of a number of scenarios featuring the same characters. These should, of course, be tailored to the trade setting. Sending a group of traders out to complete an assignment that should be given to a *Constitution Class* starship is ridiculous, unless the assignment requires the traders' touch. Obviously, sending a group of poorly trained traders into battle conditions would be out of the question, just as sending a security team down to a planet to negotiate a trade agreement would be a waste of talent.

In a trade campaign, the gamemaster has to be a bit more fiendish to get the characters to enter into a scenario. Unlike a group of Star Fleet officers who can be ordered about by Star Fleet Command any time the gamemaster wishes, the carrot-and-stick approach works much better for traders. The gamemaster should hang some sort of bait out in front of the characters, and allow them to chase after it. The gamemaster also has the option of keeping that bait in front of the characters for the duration of the scenario, or giving them the bait, and then putting a larger piece before them. Either approach can be used successfully, and a good gamemaster will mix the two approaches for variety.

The campaign should also be tailored to the characters and the players. If the players seem more interested in their characters' wealth, a gamemaster would be foolish to push them into a series of adventures for the sake of adventure (though rewarding them for a well-done adventure would be entirely another matter!) If the characters are only trading so that they can afford to live between adventures, they would probably be bored by a campaign whose sole objective was to make a large profit. The gamemaster should analyze what his players want, and try to fulfill those wants. For more information on encounters, scenarios, and campaigns, see **Designing Adventures** in the **ST:RPG2 Game Operations Manual**.

Conflicts

As stated previously, conflict need not involve combat. It may be found in the peaceful resolution of the differences between two characters, or in accomplishing some goal that leads toward the resolution of the scenario. For example, conflict may be found in the competition between two traders for the same cargo or account. The characters could also be required to find some object before another group does. Although the possibility for armed conflict exists in both of these cases, the gamemaster should only use that as the last resort. It could be possible in either of the examples to accomplish the goal without ever seeing the other competitors.

Actually, conflict need not even involve another group of characters. Conflict may be found in climbing a sheer cliff face, in solving some sort of puzzle, or even working through a trap-laden jungle. In all of these cases, the

conflict is in the characters striving against their environment or their situation. In none of the cases will the characters have to enter combat with a foe. Their satisfaction comes from achieving their goal. In these examples, the goals are getting to the top of the cliff, solving the puzzle, and getting through the jungle alive! The bottom line is that the gamemaster should use conflict to keep the game interesting and to give the players a sense of accomplishment.

TIMELINES

When plotting out a campaign, the gamemaster should create some sort of timeline to show when things happen. This is not the same as scripting out a scenario, but is rather a dating of major events that occur within a given region. Part of this may be of use in the scenario, but this will be more a matter of fitting galactic events into the daily lives of the characters.

Note that the gamemaster will have to go into greater detail when creating his own little section of the universe rather than setting his campaign in existing areas such as the Triangle. This is because a number of timelines have been created for the existing areas in rules sets such as this one and **The Triangle Campaign**, for example. To get some idea of what a timeline involves, the gamemaster should look at these other timelines and then mesh his own into the existing framework.

Rumors And Information Transfer

Rumors are one of the major means for the gamemaster to give information to the player characters. For example, suppose the gamemaster has an adventure planned for the characters to retrieve an artifact from some ruins. Just saying "Tonight you will be going to some ruins to find this artifact" is boring. On the other hand, the characters can be given the same information through a rumor, with much more desirable results. The gamemaster might tell them that while sitting in a local starport tavern, they overhear two of the bar's patrons talking about some guy who is looking for a group to retrieve that artifact. Listening some more would tell them who the fellow was, and maybe even a little about him. This also gives the players the illusion that they have control over their characters' lives.

Another method of giving information to the characters is through the media. In the above example, the characters might find out about the potential job by reading about it in the classified ads of the local fax sheet, or see the equivalent of an interview with a 'local crackpot' who is looking for an expedition to find the artifact. Either way, they are getting their information through the local information channels, and not just having the gamemaster hand them their next assignment.

The final method of giving the characters information is through library data networks. Portable versions of these are available in most ship's computers, and the information is updated every time the ship is overhauled. Obviously, this information is more in the form of question and answer. Just as obviously, the characters will have to ask the questions before receiving any answers. And the gamemaster can keep the information just as infuriatingly short as he wishes. Asking for further information on the artifact mentioned above can always yield the infuriating "I have no further information on that subject" response that forces the characters to take matters into their own hands and gain that knowledge first-hand. After all, that is what roleplaying is all about!

The Ripple Effect

The Ripple Effect is a way of thinking about the results of the character's actions, as well as the actions of those around them. The results of any action, whether it be the players' or the NPCs' have direct effects on the actions of those closest to the original action. Then, just as the ripples from a rock thrown into a still pool spread out from the center, the effects of the original action and all subsequent actions spread out through time and space. Eventually, these ripples will intersect with the player characters in some way, and with the major NPCs as well.

For example, suppose the player characters kill a ne'er-do-well in a fire fight. If that NPC is scheduled to assassinate another major NPC later in the scenario, the change brought about by the player character's action is felt as a ripple (a pretty hefty one at that) in the plot. When the time comes for the planned assassination, the assassin will no longer be around to do the job.

The gamemaster needs to be aware of this at all times. In the above example, many things could happen as a result of that one action. Is the fact that the un-assassinated character is still alive going to affect the rest of the scenario? If so, how? Is there someone else in the conspiracy who is able to keep the assassination on schedule? These are all questions that the gamemaster should ask himself before the game ever begins, or else be forced to make something up as the adventure goes on.

It is really important for the gamemaster to consider how the actions of the player characters may alter the plans of the NPCs in the campaign. The results of one action can affect many different outcomes, just as ripples from a rock thrown into water will fan out in all directions, eventually touching many different points on the surface. If something happens that would cause the NPCs to take direct action against the player characters, whether it be confrontational, observational, or informational, the gamemaster should see to it that the action takes place...and (usually) that the player characters hear about it!

Using the above example again, the prospective assassin's accomplice will be made aware of the characters through the first man's death, and may plan some revenge at a later date. Thus, the ripple effect not only affects the events in one scenario, but may provide ideas for future scenarios.

The gamemaster should always remember that everything that happens in his game universe is tied to everything else in one way or another, and that all actions will present the characters with reactions. These reactions may be favorable or not favorable, but they will be there nonetheless. The gamemaster should never let all actions be acts unto themselves, but rather small events in the stream of time.



ILLEGAL OPERATIONS

Not all of the character's activities will be strictly legal. In fact, the trader who has not 'bent a law' at any time during his career is either very rare or lying! There are several illegal activities that the players may find themselves participating in. Some of these are more severe than others.

SMUGGLING

Smuggling is an activity in which virtually every trader will find himself engaged once in a while. Usually the infraction involves bringing an illegal product into a port. (Almost every trader has smuggled in Romulan ale at one time or another.) Occasionally, a smuggling attempt is made to try to bypass a tax or tariff on an incoming cargo that will not yield a profit otherwise. For whatever reason the trader tries smuggling, he should be aware that smuggling is not always easy and carries severe punishments.

OFFICIAL ATTITUDE

Before the characters ever arrive around a planet, the gamemaster should decide just how the officials on that planet react to smuggling. They may be very strict about smuggling, to the point where every vessel is personally searched as soon as the ship makes orbit. Of course, news of this type of activity will usually (but not always) reach the characters' ears before they even leave their previous stop. The other end of the spectrum includes worlds where smuggling is a routine occurrence. Usually, officials on these worlds are not very concerned about smuggling, figuring that it will happen whether or not they try to root it out. Planetary governments may also fall somewhere in the middle, or may have a few over-zealous customs officials who may or may not be on duty when the characters land. Also, a planet's official policy on smuggling may shift radically in a very short period of time.

When dealing with illegal cargoes, the same extremes may be found. Many planets' officials will fanatically search out illegal or restricted portions of cargoes, threatening severe penalties for any infractions. On the other hand, some planets' officials will have a rather cavalier attitude, and as long as the officials' palms are 'greased', they will look the other way while an illegal cargo is unloaded. Again, policy may shift from one extreme to the other between the characters' visits to that planet.

The attitudes of the planet's citizenry must also be determined. Perhaps most people have no opinion on smuggling, leaving that sort of thing to the officials. Another possibility is that smuggling cargoes—especially illegal ones—is silently regulated by the organized crime element. If this is the case, the characters may have to pay a cut to "the mob". The characters will not have to look for *representatives*, for they can be sure that 'collection agents' will call shortly!

PASSING THE CUSTOMS CHECK

When the ship makes planetfall, a customs check is made by the gamemaster. The character has a base 20 percent chance of success in smuggling the cargo past the customs officials. The character's chances are increased or decreased according to the various modifiers from the Customs Check Table below. This chance may also be modified by the planetary official's attitudes and attentiveness. For example, if the gamemaster should decide that the officials on duty are tired and bored, the chance may be modified by another 10 percent or more. If, on the other hand, the Customs Officer is in a bad mood and is looking for trouble, the chance may be decreased by 10, 15, or even 20 percent. As always, if the gamemaster has an adventure planned that requires a particular result, he can simply ignore the die roll if it does not suit his needs.

CUSTOMS CHECK MODIFIERS	
Cargo Type	
Legitimate (avoiding tax)	None
Restricted	- 30 percent
Illegal	- 40 percent
Location	
Major Race Home Planet	- 20 percent
Federation Member Planet	- 10 percent
Non-Member World	None
Triangle World	+ 5 percent
Orion World	+ 5 percent
Attribute Scores	
LUC 70 or higher	+ 10 percent
LUC 55 to 69	+ 5 percent
LUC 30 or lower	- 5 percent
INT 60 or higher	+ 5 percent
NT 40 or lower	- 5 percent
CHA 60 or higher	+ 5 percent
Skill Ratings	
<i>Administration</i> 50+	+ 5 percent
<i>Bribery</i> 50+	+ 5 percent
<i>Forgery</i> 50+	+ 5 percent
<i>Streetwise</i> 50+	+ 5 percent
<i>Trade and Commerce</i> 50+	+ 5 percent

CAUGHT SMUGGLING LEGAL CARGOES

If the roll fails, the trader is in very serious trouble. The characters may try to get themselves out of the jam by bribing the official, by fast-talking their way out, or by a combination of the two. If the character spokesman can make a successful Skill Roll against his rating in *Negotiation/Diplomacy*, the characters can convince the officials that the non-payment was simply an oversight and an accident. Alternately, the gamemaster may want his players to act out the situation, and convince *him* why their characters should not be thrown in jail. This should, of course, be played as if the characters were explaining the situation to the customs official. Either way, if the characters are successful, the taxes and/or tariffs that were avoided will have to be paid.

PIRACY AND HIJACKING

Alternately, the characters may try waving the right amount of cash at the official in order to persuade him to forgive the oversight. The right amount for legitimate cargoes smuggled to avoid the tax would be about 1/2 percent of the value of the cargo. In this case, the character spokesman must make a successful Skill Roll against his rating in *Bribery*. Each additional 1/2 percent of the value of the cargo will increase the spokesman's chances by 10 percent. Additionally, if the character spokesman has a *Negotiation/Diplomacy* Skill Rating of 20 or higher, the chance will be 10 percent greater. If the roll is successful, the trader will simply pay the import taxes and tariffs and be on his way.

If neither method works, the penalties previously outlined for non-payment of taxes and tariffs are assessed. In addition, failed bribery attempts may bring criminal charges against the characters. This may be determined from the die roll, in which case charges will be brought against the characters if the Skill Roll was missed by more than 10 points, or may be played as in the fast-talk situation above. Again, if throwing one or more characters in jail for attempted bribery will push the adventure along in a positive direction, the gamemaster is perfectly justified in doing so. This does not mean throwing the characters in jail without any hope. The situation only has to *look* hopeless.

Legal cargoes that were slipped past customs officials are sold in the normal fashion. The only difference is that the characters will not have to subtract any taxes or tariffs from the proceeds of the sales.

CAUGHT SMUGGLING RESTRICTED OR ILLEGAL CARGOES

If caught, the characters may want to try bribing the officials. If a bribe is offered, the *proper amounts* should be doubled to 1 percent of the value of the cargo, with the trader's chances increasing only 5 percent for each extra percent of the cargo's value offered. If the *Bribery* roll is successful, the cargo will be re-labeled as officially legal, and the proper taxes and tariffs collected.

FENCING THE GOODS

Illegal or restricted smuggled goods are usually sold to a fence. Even though smuggled goods are usually sold on the black market along with stolen goods, the fence is able to sell smuggled goods much easier. As a result, the smuggler will usually be paid much better than a pirate or hijacker. This is helpful, because the smuggler usually has to buy the smuggled goods somewhere, and will have to turn a profit in the deal.

Fences are not easy to locate, however. To simplify things, the character spokesman may make a successful Skill Roll against his rating in *Streetwise*. The chance may be modified up or down by the gamemaster to reflect relative scarcity of fences on that particular world. Again, if the adventure is best served by having the characters find a fence easily, the roll may be ignored. Likewise, the gamemaster could prefer that the characters look for a fence for a certain number of days, or looking for a fence could be the basis for an entire adventure. Once a fence has been located on a particular planet, he will usually be there whenever the characters return, assuming that he has not been arrested or worse.

Cargo sold to a fence is sold in the same fashion as any legal cargo. A fence, however, gives even less for the cargo than a trade broker. For legitimate cargo smuggled in to avoid the tax, or for restricted cargo, the fence only pays 70 percent of the calculated sale price. For illegal cargo, the fence pays only 65 percent of the sale price. The standard trade procedures are followed.

Sometime in the trader's career, he will have to deal with pirates and hijackers, especially on the fringes of the UFP or beyond. This is an unfortunate fact, but true nonetheless.

There is, first of all, a difference between *piracy* and *hijacking*. In either case, the perpetrators are usually out to steal cargo, but the methods each use are different.

Piracy occurs when the victim ship is attacked, rendered helpless or forced to surrender, and boarded by the crew of the pirate vessel. Piracy requires that the pirates have a fast, well-armed ship with which to attack weaker shipping vessels.

Hijacking attempts, however, can take place either in port or in space, but are always launched from inside the target ship. In this case, the ship is captured on the ground or taken by a force placed on the ship as passengers. Hijacking does not require that the criminals have a ship of their own, as they can always steal the target vessel. The major disadvantage that hijackers face is that if the attempt fails, the hijackers have nowhere to turn. The pirate ship, on the other hand, can always break off an unsuccessful attack and run.

The two can be combined, with a team of hijackers helping the pirates from inside the target ship. Another possibility is that the hijackers will be met by some sort of escape vessel.

Freeports and tradeworlds are extremely hard on pirates and hijackers who operate in their territory. Piracy is bad for business. It is rumored possible to sell pirated or hijacked goods stolen elsewhere in one of these freeports or tradeworlds. Hijacking a ship in a freeport itself, or pirating a ship in orbit around a tradeworld is a *very* dangerous profession.

PIRACY

Although few governments sanction piracy, some are fairly lax in opposing it. Typically, piracy attempts occur within star systems, as it is difficult to pinpoint exactly where a ship will pass through any given area of interstellar space. Most pirate attacks happen after a target ship enters the system of its destination and has dropped to sub-light speed. It is possible to intercept and attack a ship at warp speeds in interstellar space, but only if it is encountered by accident or if the pirates have information telling them when and where to look. Some pirates will also follow a target ship out-system, and attack in open space where they are less likely to be discovered. The most successful pirates are those with connections within the shipping industry.

Most of the time, a pirate will attack to disable the target ship rather than destroy it. The reason for this is obvious: a damaged or destroyed cargo is as useless to the pirate as it is to the merchant shipping it. In many cases, the target ship may be forced to surrender rather than be destroyed. Another possibility is that the target's shields may be knocked down, and a boarding party beamed aboard to seize the ship from within. In extreme circumstances, however, the target will be destroyed anyway. If the pirates are particularly ruthless, even a destroyed ship can be salvaged for something of value.

Occasionally, attempts have been made to commit piracy on a grand scale by attacking a freeport or tradeworld itself. The rewards for success would be high, but such worlds are among the best defended in the galaxy. If the attacking force were sufficiently large and persistent

enough, such a feat could be possible. The only successes known of to date have been backed by hostile governments and races. Such attacks are considered acts of war, if a link can be made to the government responsible.

Another possible prize for some pirates is the capture of the crew and passengers as well as the cargo. Slavery is outlawed in all major cultures, but the practice does occur in some fringes of known space. Also, pirates may wish to hold one or more of the passengers for ransom.

Many pirates have an unwritten code that if the target ship surrenders and gives no resistance to the boarding party, the ship and her crew will be released unharmed. This policy usually helps the pirates, because the target will be less likely to continue resistance if they realize they may get out with their lives. A few of the most ruthless pirates will kill all witnesses, even if the ship surrenders. Such pirates are hunted even more relentlessly by the UFP and by other races and governments as well.

Deterring Piracy

In order to deter some of the piracy that occurs in fringe space, decoy ships may be used. These seemingly harmless freighters are in reality heavily-armed fighting vessels.

Although the practice is strictly illegal for the ordinary person, certain planetary governments and licensed individuals are legally allowed to use this method to deal with a bad pirate problem. Licensed bounty hunters are usually paid a reward for the capture or destruction of any pirates within the area. Technically, any cargo captured from the pirate vessel is to be turned over to the government, but if the cargo is appropriated by the bounty hunter, very few governments will worry about it. A few daring individuals can actually make a living from these practices, but the life expectancy of bounty hunters is usually not great.

Sanctioned Piracy

There are so-called "official" pirates operating on the borders between the Federation, Klingon, and Romulan territories, as well as around Orion space. These pirate vessels are reported to be operating with the clandestine approval of their home governments, but are officially reported as "stolen", "missing", or "renegade".

Such piratical ventures are thought to be typical ruses to avoid declaration of war with another super-power, while still allowing raids upon the victim race. Such vessels receive aid and support from their home governments, but will deny any such connections if captured. Klingon ships are suspected of conducting such raids on the Federation, Romulan Empire, and Orion worlds. Romulans likewise operate against the Federation and Klingon Empire. Orions are rumored to conduct raids on any race with whom they come in contact. Certain smaller fringe races are also suspected of these actions, and in the Triangle, almost any vessel may become a victim.

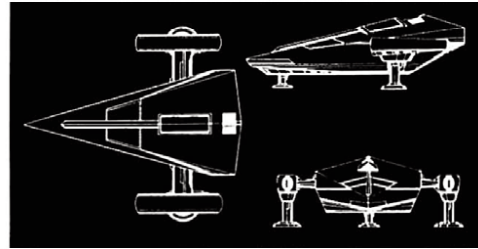
Pirate Havens

There are recurrent rumors about the existence of pirate havens—ports owned and operated by criminals or criminal organizations as resting places for their ships between pirate activities. No such place is currently known, but the possibility exists. Certainly, some non-Federation governments, notably the Orions, operate ports that are extremely lax in enforcing laws regarding piracy and that tend to be hospitable to criminal elements.

Pirate Player Characters

Allowing the players to run pirate characters can be fun as an occasional adventure, but is not recommended for extended campaigns. Generally, player-character pirates tend

to be the glamorous swashbucklers portrayed by early Hollywood. This is not realistic, but can be enjoyable once in a while. Real pirates are an unsavory lot, with few scruples or noble motivations. Generally speaking, there was no such thing as the *Gentleman Pirate* in the early days of sailing vessels on Earth, and the same is true of the *STAR TREK* era. More often than not, the players will enjoy taking on a band of bloodthirsty pirates more than roleplaying them.



HIJACKING

Hijackers, working from inside where they are seen and even known, have a problem after the deed is accomplished. Unlike pirates, they will usually have to dispose of the witnesses in some fashion. The least drastic solution is to lock up the crew until such time as the hijackers leave the ship with their booty. If the hijackers require the target ship for some purpose, a more drastic solution is to strand the crew and passengers on some out-of-the-way planet. Of course, the most drastic solution is to kill all witnesses aboard. If the hijackers are caught after doing so, they will suffer the same consequences as pirates who perform these horrible acts.

Hijacking And Terrorism

Hijackers are not always interested in monetary gain, although even the most idealistic of causes requires cash to operate. Many times, a passenger ship will be hijacked for political purposes. In these cases, the hijackers may threaten to kill one or more of the hostages, to explode the ship over an inhabited world or even to destroy a valuable cargo.

Situations like these will not occur very often, but can be very successful as an adventure or series of adventures. The gamemaster should remember that the terrorists are real people with real emotions and motivations. Perhaps they are from a planet that has a small fringe group that believes that the Federation is depriving them of something. In such case, they will not just grab a ship and blow it up, but will seek to have their actions publicized. Remember that the terrorists are not simply intending to use their actions as leverage, but are also trying to build sympathy for their cause in the general public. Killing off all the passengers will simply turn public opinion against them and leave them nothing to hide behind. If this situation is being used as the basis for an adventure, the gamemaster should give the players enough time to enter the hijacked ship and stop the terrorists.

Threatening to detonate the ship's warp engines over a planet is even more dastardly. The gamemaster should realize that even if the vessel is in a very high orbit, a matter-antimatter explosion will destroy the entire population of a planet and quite probably make the world uninhabitable for several hundred years. In constructing such a scenario, the gamemaster will have to decide such things as why Star Fleet should not just bring a warship in and blow the hijacked ship out of space. Remember too that in so doing, the attacking ship could trigger the explosion it was trying to prevent. In such a case, the terrorists will usually be watching for such an attack and will self-destruct the ship on the spot. In these situations, a small covert operation may prove successful, and can be very satisfying if concluded successfully.

Penalties For Hijacking

Whether a ship is hijacked for political or financial reasons, the penalties are the same. In the Federation, hijackers are sentenced to penal colonies such as Tantalus IV. These institutions usually have a very high cure rate. Criminal actions are considered symptoms of mental disease and the criminal can usually be reformed with one- or two-year treatments. In Klingon and Romulan space, hijackers and many such "criminals against the State" are summarily executed.

DISPOSING OF STOLEN GOODS

The goods stolen by pirates and hijackers are usually worthless: they must be converted into cash. This can be very difficult in a mostly cashless society such as the UFP. Most often, the stolen goods will be exchanged for a legitimate cargo by an unscrupulous dealer. These goods can then be sold in the normal fashion with little fear of being discovered. Such laundering of stolen goods means that the pirate will not usually get more than 25 percent of the true value of the cargo. Although this will seem to benefit the fence who purchased the stolen cargo, it does not. The fence will usually only get about half the cargo's value when the cargo is sold in piecemeal fashion.

In order to sell a stolen cargo, the pirates or hijackers must smuggle the stolen goods into port. The same methods are used here as in smuggling an illegal or restricted cargo, except that once sold, the fence will only pay 25 percent of the sale price, rather than the 65 percent for an illegal cargo. Because the cargo was stolen, however, the 25 percent is almost pure profit for a pirate.

The pirate player character will still have operating expenses, and these should be calculated whenever the pirate ship enters orbit, just as if it were a legitimate trade vessel. Similarly, battle damage should be repaired at this time.

THE BLACK MARKET

Just about any item, whether legal, restricted, or illegal may be purchased through the black market. Other reasons for buying an item through the black market include getting the item much quicker than through normal channels, and getting the item without anyone knowing about the purchase. There are times when buying through the black market would be ridiculous, however, because items purchased legally are usually much less expensive.

Finding The Contact

The first step in buying from the black market is locating a dealer or contact, which is not always easy. The most obvious connection to a black market contact would be through known fences or other shady dealers. Even if such people are not a part of a black market system, they will usually know who is. The difficult part is convincing such a person that the prospective buyer can be trusted and will not use the information against those in the system.

The gamemaster can be as elaborate in roleplaying this situation as he wishes. Of course, if the character is not successful in convincing the contact of his sincerity, he may find himself on the wrong end of a knife in a dark alley.

On the other hand, the gamemaster may wish to simply let the dice decide the characters' success. A Skill Roll against the character spokesman's rating in *Streetwise* can be used to simulate the whole process. The chance may be modified by the spokesman's attribute scores and skill ratings, as given in the following table. Furthermore, the chance will depend on how easy the gamemaster wants the search to be. The gamemaster may even wish to grant the characters automatic success, depending upon the adventure. In this case, the gamemaster should still add a little

roleplaying into the situation and a bit of dice rolling to make it *look* as if the characters may have been close to failure.

MODIFIERS TO FINDING A BLACK MARKET CONTACT	
For Attribute Scores	
LUC 80 or more	+10
LUC 60 to 79	+5
LUC 40 or less	-5
INT 80 or more	+10
INT 60 to 79	+5
INT 40 or less	-5
For Skill Ratings	
Administration 40+	+5
Administration 10 or less	-5
Security Procedures 40+	+5
Security Procedures 10 or less	-5

To determine if contact has been made, add or subtract the modifiers to the spokesman's Skill Rating in *Streetwise* and roll percentile dice. A roll equal to or less than the modified rating means success.

Once a contact has been located, the characters will usually be able to relocate him any time they return to that planet. There is a possibility that the contact has moved, died, or been jailed, in which case the characters will have to find a new contact through the above process. Of course, if the contact was only recently caught or killed, the people who did it may still be watching his place. This could put the characters into an adventure situation of having to avoid being caught by the officials or killed by an organized crime element. As always, the gamemaster should be aware of adventure ideas wherever they occur, and be prepared to take advantage of them.

Having found a contact to the black market, the characters will be able to buy almost anything through him. If this particular contact cannot obtain an item, he will pass the characters along to someone who can. (Entire scenarios can be built on running down such referrals.) Black market contacts never keep an inventory on hand, but can 'requisition' anything that is available on the black market. How long it takes him to find the item in question depends on the legality and availability of that particular item.

Legality

Any object found on the black market may or may not have restrictions on its sale, purchase, or use by the private sector. These restrictions will seldom apply to appropriate Star Fleet personnel, but are very important to the private merchant. In light of this, each item has an *Availability Code* consisting of three letters and two numbers, separated by a slash. The three letters refer to the product's legality of sale, purchase, and use, respectively. The two numbers are, simply, the percent chance of finding that item on the Black Market.

Legality Codes

For each of the letter codes, there are three possibilities. An *L* in any position means that item is totally legal to buy, sell, or use. An *R* means there is some restriction concerning that item. If the item is absolutely illegal in any area, an *I* will be used. These are usually based on a Federation standard. An item that is illegal in the Federation may be perfectly legal on an Orion planet. The trader should look into the local variations any time he lands on a planet.

Restrictions

Legal and illegal items are easily understood, but restricted items require a bit of explanation. Although an item will simply be listed as restricted in a category, the actual type of restriction may vary. The terms of the restriction will not play a part in the actual purchase of the item, but the gamemaster should be aware of them. These restrictions may also change from planet to planet, and the gamemaster will have to note these differences and make the characters aware of them.

The different types of restrictions and twentieth century examples are given in the Restricted Items Table below.

RESTRICTED ITEMS TABLE	
Restrictions on Sale	
Type Of Sale/Restriction	Example
Sale to all individuals	
Proof of eligibility	Alcohol
Record of sale given to controlling authority	Pistol
Sale to certain individuals	
Proof of eligibility	Syringes
Record of sale given to controlling authority	Morphine
Sale to all corporate entities	
Proof of incorporation	
Record of sale given to controlling authority	
Sale to government agency	
Proof of eligibility	Firearms
Record of sale given to controlling authority	Plutonium
Restrictions on use	
Permit necessary for unrestricted use.	
Permit necessary for regulated use.	
Use must be reported to controlling agency.	

Availability

As noted earlier, anything may be purchased on the black market. Although this statement is true in a general way, individual items may be quite different. Some items may be more difficult to find than others, even on the black market. Certain items may also be available only in certain areas. For example, a prospective buyer would have an easier time buying a Klingon disruptor in the Triangle near the Klingon border than he would on Terra.

Thus, we come to the last two digits in the Availability Code. As noted above, these are the percent chance of finding that item on the black market. As this number gets higher, the item gets easier to find, while a low number means the item is hard to find. Legal items will have a high number, whereas illegal items will have low numbers. If this number is 00, the item is custom-made and is *absolutely* unavailable.

The Availability Code is assumed to be the base chance of finding the item, and it may be modified by the circumstances surrounding the sale, by the characters' luck, or by the time they spend. Each of these modifications is discussed below.

Modifiers For Attributes

The higher the character spokesman's score in LUC, the easier it will be for the character's contact to find the item he wants. If the character spokesman's LUC score is above 70, add 5 percent to the Availability Code. If the LUC score is below 40, subtract 5 percent.

Modifiers For Time Spent

Also, the longer the contact searches, the better the characters' chances of finding the item they want. For each day spent looking, add 1 percent to the Availability. The characters can try once per day per item, but if they are interrupted in their search (such as leaving the planet), the modifier for time spent starts at 0 again.

Modifiers For Location

Where the characters are is actually more important to the search than any other thing. In Federation space, the legality of an item plays a part, but in other locations it does not. What matters most is which race manufactures the item and how far from the point of manufacture the point of sale is.

Thus, because the Availability Codes are given for the average purchase (legality aside) in the UFP, items manufactured outside the UFP will be harder to find in the UFP interior than on the border, and even more difficult on the UFP frontier.

Items that are restricted or illegal in the UFP will be easiest to find in the Triangle area, on worlds belonging to the Orions, and on the Klingon border. The accompanying table from the **Ship Construction Manual** gives modifiers to the Availability Codes according to the location of search. When using the table, cross-reference the manufacturing race against the location of the search. For each entry in the table, three modifiers are given, depending on the legality of purchase (not ownership or use). The first is for legal goods, the second for restricted goods, and the third for illegal goods. In determining the final Availability Code, add or subtract these modifiers to the base code before making the Availability Roll.

AVAILABILITY CODE MODIFIERS FOR SEARCH LOCATION

Location	Manufacturing Race			
	Federation	Klingon	Romulan	Orion
UFP Interior	0/-5/-15	-5/-15/-25	-5/-20/-30	0/-5/-15
UFP Frontier	0/0/-5	-15/-25/-40	-15/-30/-50	0/-10/-25
UFP On Klingon Border	+5/+5/0	+5/+5/0	+5/+5/+5	+10/+5/0
UFP On Romulan Border	+5/+5/0	-5/-10/-15	0/0/0	+10/+5/0
UFP On Gorn Border	0/0/-5	-5/-15/-25	-5/-20-30	0/-10-25
Triangle	+10/+5/0	+15/+15/+15	+10/+10/+10	+20/+20/+20
Orion Colonies	+10/+5/0	+10/+10/+10	+5/+5/+5	+20/+20/+20
Klingon Empire	0/0/0	+20/+20/+20	0/0/0	+10/+10/+10
Romulan Star Empire	-10/-10/-10	-5/-5/-5	+10/+10/+10	+5/+5/+5

AVAILABILITY ROLLS

Once the Luck, Time Spent, and Location Modifiers have been determined, they are added to or subtracted from the Availability Code given for each piece of equipment. Then, percentile dice are rolled. If the roll is less than or equal to the modified Availability Code, the contact has located the item that the characters desire. If not, the characters may look again the following day, with the Time Spent modifier raised by 1.

We have been treating these saving rolls as if only one of the items has been found. Actually, at the gamemaster's discretion, more than one of the items in question may have been located. For example, if the characters were looking for five Klingon disruptors, and the Availability Roll was successful, the gamemaster may rule that five are available. Reason and common sense should govern the gamemaster's decision here. While finding five disruptors is easy, 500 are something else entirely.

The gamemaster may deal with this by arbitrarily stating that the contact could only locate 1D10, 1D100, or any other combination of the items, and then roll percentile dice and multiply that percentage by the number wanted. He could also simply decide that the desired quantity is available. The decision should be made according to the individual circumstances, location, and assumed talent of the black market contact.

Black Market Prices

Once the items are located, the price must be fixed. To find this, the adjusted Availability Code is used again. The gamemaster should look for the proper range in the Black Market Price Multiplier Table, find the price multiplier, and multiply it by the base cost of the item.

BLACK MARKET PRICE MULTIPLIERS	
Availability Code	Multiplier
00	Unavailable
01 to 10	10.0
11 to 20	8.0
21 to 30	6.0
31 to 40	5.0
41 to 50	4.0
51 to 60	3.0
61 to 70	2.0
71 to 80	1.5
81 to 90	1.3
91 to 99	1.1

Purchase Negotiations

If the character spokesman has skill in *Trade And Commerce* or *Value Estimation*, it may be used to lower the final price of the item. The character may make a skill roll against his rating in each of these skills. For each successful roll, he may reduce the cost of the item by 1 percent. Thus, if both rolls were successful, the cost of the item will be 2 percent less than calculated.

For our example, we will assume that the characters are on the planet Lanroche VII, a tradeworld in the independent area of the Triangle. They wish to buy five Klingon Disruptors (one each). The character's spokesman has a LUC of 88 and an INT of 57. The character also has the following skills and skill ratings: *Administration* (49), *Trade and Commerce* (62), *Streetwise* (27), *Value Estimation* (51). He has no *Security Procedures* skill.

Because they have never been there before, the characters must first find a black market contact on Lanroche VII. The gamemaster looks up all applicable modifiers from the modifier table, and finds that the spokesman has a total modifier of +10 (+10 for LUC, +0 for INT, +5 for his *Administration* Skill Rating, and -5 for not having any *Security Procedures* skill). He adds the modifier to the Skill Rating of 27 in *Streetwise* and rolls percentile dice. His roll is a 27—exactly what he needed! The characters have located a contact.

The gamemaster then looks up the Availability Code, and finds that the disruptor has a code of III/68. The character spokesman's luck comes into play again, giving a +5 modifier. No time has yet been spent looking, and so the Time Spent modifier is 0. Looking at the Location Modifier Table, the gamemaster finds that a Klingon manufactured illegal item has a +15 modifier if purchased within the Triangle. The gamemaster adds 5 for the Luck modifier and 15 for the Location modifier to the Availability Code of 68 resulting in an adjusted Availability Code of 88 percent.

The gamemaster rolls an 89, just missing the required number. Thus, the contact had no luck that particular day. The next day, the character's chances are improved (+1 for the second day tried) and the gamemaster rolls again—a 68! The contact informs the characters that he has located five Klingon Disruptors for them.

The cost of each disruptor must now be calculated. The adjusted Availability Code was 88, and so we check the Black Market Price Multiplier Table and find that the multiplier is 1.3. The basic cost of the disruptor is 150 Cr, and so the black market price is 195 Cr (150 Cr x 1.3). An unsuccessful *Trade and Commerce* Skill Roll and a successful *Value Estimation* Skill Roll give the spokesman a discount of 1 percent, for a final sale price of 195 - 2 = 193 Cr each.



PRICE AND AVAILABILITY CODE LIST**Vehicles: Land****Automobiles, trucks, motorcycles, vans:**

Automobile, Compact (4 Passenger)	8,000 Cr	LLR/99
Automobile, Midsize (5 Passenger)	10,000 Cr	LLR/99
Automobile, Full size (6 Passenger)	13,000 Cr	LLR/99
Automobile, Luxury (4 to 7 Passenger)	18,000 Cr	LLR/99
Automobile, Sport (2 Passenger)	15,000 Cr	LLR/99
Delivery Truck (2 passenger, light cargo)	14,000 Cr	LLR/99
Motorcycle (2 passenger)	1,500 Cr	LLR/99
Pick-up Truck (3 passenger, light cargo)	10,000 Cr	LLR/99
Recreational Vehicle (6 passenger, light cargo)	16,000 Cr	LLR/99
Semi-tractor, trailer (3 passenger, heavy cargo)	40,000 Cr	LLR/99
Van (9 passenger, light cargo)	12,000 Cr	LLR/99
All-terrain vehicles:		
ATV, Small (2 passenger)	2,500 Cr	LLR/99
ATV, Medium (4 passenger, light cargo)	9,500 Cr	LLR/99
ATV, Large (42 passenger, heavy cargo)	15,500 Cr	LLR/99
Ground effect vehicles:		
GEV, Compact (4 passenger)	12,000 Cr	LLR/95
GEV, Midsize (5 passenger)	15,000 Cr	LLR/95
GEV, Full Size (6 passenger)	20,000 Cr	LLR/95
GEV, Luxury (6 passenger)	27,000 Cr	LLR/95
GEV, Semi tractor (heavy cargo)	60,000 Cr	LLR/95
GEV, Sports (2 passenger)	18,000 Cr	LLR/95
GEV, Truck (3 passenger, light cargo)	15,000 Cr	LLR/95
GEV, Van (9 passenger, medium cargo)	17,000 Cr	LLR/95
A-Grav vehicles:		
A-grav, Compact (4 passenger)	16,000 Cr	LLR/93
A-grav, Midsize (5 passenger)	20,000 Cr	LLR/93
A-grav, Full Size (6 passenger)	26,000 Cr	LLR/93
A-grav, Luxury (6 passenger)	36,000 Cr	LLR/93
A-grav, Sports (2 passenger)	32,000 Cr	LLR/93
A-grav, Light Truck (3 passenger, light cargo)	20,000 Cr	LLR/93
A-grav, Cycle (2 passenger)	8,000 Cr	LLR/93
A-grav, Van (9 passenger, light cargo)	24,000 Cr	LLR/93
Vehicles: Water		
Row Boat	300 Cr	LLR/99
Row Boat Motor	600 Cr	LLR/99
Canoe	300 Cr	LLR/99
Rubber Raft	100 Cr	LLR/99
Inflation Cartridge	10 Cr	LLL/99
Sport Boat	5,000 Cr	LLR/99
Speed Boat	10,000 Cr	LLR/99
Air Boat	4,000 Cr	LLR/99
Hydrofoil	20,000 Cr	LLR/99
Houseboat	20,000 Cr	LLR/99
Two-man Submarine	50,000 Cr	LLR/95
Four-man Submarine	85,000 Cr	LLR/95

Vehicles: Air

Hang Glider	300 Cr	LLR/99
Ultra-Light	1,000 Cr	LLR/99
Private Plane, Two-Seat	15,000 Cr	LLR/95
Private Plane, Four-Seat	25,000 Cr	LLR/95
Private Plane, Six-Seat, Two Engine	45,000 Cr	LLR/95
Private Jet, Six-Seat, Two Engine	150,000 Cr	LLR/95
Private Jet, Ten-Seat, Two Engine	225,000 Cr	LLR/95
Helicopter, Single Seat	10,000 Cr	LLR/93
Helicopter, Two-Seat	28,000 Cr	LLR/93
Helicopter, Four-Seat	90,000 Cr	LLR/93
Vehicles: Space		
Small Shuttle	500,000 Cr	LLR/85
ShuttleCraft, Star Fleet Issue (new)	700,000 Cr	LLR/70
ShuttleCraft, Star Fleet Issue (used)	350,000 Cr	LLR/85
Repair Bug, One-Man (new)	100,000 Cr	LLR/70
Repair Bug, One-Man (used)	65,000 Cr	LLR/90

Weaponry**Ancient Weaponry**

Pocket Knife	15 Cr	LLL/98
Belt Knife or Dagger	20 Cr	LLL/97
Throwing Knife	12 Cr	LLL/90
Foil	75 Cr	LLL/95
Sabre	100 Cr	LLL/95
Cutlass	120 Cr	LLL/95
Shortsword	150 Cr	LLL/90
Broadsword	200 Cr	LLL/90
Hand and a Half Sword	50 Cr	LLL/90
Longbow	60 Cr	LLL/90
Compound Bow	150 Cr	LLL/99
Crossbow	200 Cr	LLL/90
Mace	225 Cr	LLL/90
Flail	175 Cr	LLL/90
Axe	45 Cr	LLL/95

Firearms

Revolver, Small Caliber	100 Cr	RRR/90
Revolver, Large Caliber	250 Cr	RRR/90
Automatic Handgun, Small Caliber	150 Cr	RRR/90
Automatic Handgun, Large Caliber	300 Cr	RRR/90
Rifle, Small Caliber	150 Cr	RRR/90
Rifle, Large Caliber	300 Cr	RRR/90
Rifle, Large Caliber, High Power	500 Cr	RRR/87
Ammunition, Small Caliber, per 50 rounds	2 Cr	RRR/90
Ammunition, Large Caliber, per 50 rounds	15 Cr	RRR/90
Shotgun	200 Cr	RRR/90
Ammunition, Shotgun, per 50 rounds	12 Cr	RRR/90
Automatic Rifle	400 Cr	RRR/80
Ammunition, Automatic Rifle, per 50 rounds	15 Cr	RRR/80
Submachine Gun	650 Cr	RRR/70
Ammunition, Submachine Gun, per 40 round clip	20 Cr	RRR/70
Machine Gun	1000 Cr	RRR/70
Ammunition, Machine Gun per 1000 round belt	250 Cr	RRR/70

Laser Weapons

Laser, Hand	250 Cr	RRR/80
Laser, Hand, Recharge Pack	75 Cr	RRR/80
Laser, Rifle	500 Cr	RRR/80
Laser, Rifle, Recharge Pack	100 Cr	RRR/80
Phaser, Disruptor Weaponry		
Phaser I-A	200 Cr	RRR/78
Phaser II-A	400 Cr	RRR/77
Phaser Rifle-A	550 Cr	RRR/75
Phaser I-B	300 Cr	RRR/78
Phaser II-B	500 Cr	RRR/77
Phaser Recharge Pack	100 Cr	RRR/80
Hand Disruptor-A	150 Cr	III/68
Disruptor Rifle-A	450 Cr	III/65
Hand Disruptor-B	200 Cr	III/68
Hand Disruptor-C	300 Cr	III/66
Disruptor Rifle-C	600 Cr	III/60
Disruptor Recharge Pack	100 Cr	III/65
Police Stunner	150 Cr	LLR/80
Stun Club	100 Cr	LLL/90

Medical Equipment

Field Kit	200 Cr	RRR/85
Medical Pouch	2500 Cr	RRR/85
Feinberger	50 Cr	LLL/89
Heartbeat Reader	150 Cr	LLL/89
Laser Scalpels (all types)	300 Cr	RRR/85
Protoplaser (either type)	450 Cr	RRR/85
Dressing Sprayers	50 Cr	LLL/95
Medical Tricorder	400 Cr	LLL/85
Biocomputer	1000 Cr	LLL/80
Hypo	20 Cr	RRR/87
Drug Charges (6 doses per capsule)		
Light stimulant	2 Cr	RRR/75
Medium stimulant	4 Cr	RRR/74
Light sedative	2 Cr	RRR/75
Medium sedative	4 Cr	RRR/74
Heavy sedative	6 Cr	RRR/72
Coradrenaline	4 Cr	RRR/75
Dylovene	5 Cr	RRR/75
Hyronaline	20 Cr	RRR/75
Masiform-D	20 Cr	RRR/74
Neural Paralyzer	100 Cr	RRR/71
Sterilite	3 Cr	RRR/80
Tri-Ox Compound	2 Cr	RRR/80

Clothing

Leisure Clothing	50 Cr	LLL/99
Work Clothing	75 Cr	LLL/99
Dress Clothing	150 Cr	LLL/99
Leisure Footwear	15 Cr	LLL/99
Work Footwear	25 Cr	LLL/99
Dress Footwear	35 Cr	LLL/99
Light Jacket or Windbreaker	15 Cr	LLL/99
Heavy Jacket	40 Cr	LLL/99
Gloves, Heavy Duty, Insulated	15 Cr	LLL/99
Thermal Oversuit	75 Cr	LLL/98
Temperature Compensational		
Oversuit	200 Cr	LLL/90
Wet Suit	200 Cr	LLL/85
Rain Gear	40 Cr	LLL/99
Environmental Suit	2500 Cr	LLL/80

Personal Equipment

Personal Transactor	50 Cr	LLL/99
Replacement ID Card	100 Cr	LLL/99
ID Forgery Unit	15,000+ Cr	III/52
Tricorder	400 Cr	LLL/78
Pocket Computer	30 Cr	LLL/85
Personal Computer	800 Cr	LLL/88
Personal Transactor Module	20 Cr	LLL/88
Video Cart Viewer Module	100 Cr	LLL/88
Communications Module	200 Cr	LLL/85
Computer Carts (3 cart packs)	5 Cr	LLL/99
Briefcase	40 Cr	LLL/99
Portable Cart Viewer	400 Cr	LLL/95
Pocket Communicator	30 Cr	LLL/90
Long Range Communicator	75 Cr	LLL/83
Earpiece Receiver	10 Cr	LLL/85
Wrist Chronometer	5 - 100 Cr	LLL/99
Binoculars	100 Cr	LLL/99
Film Camera	30 Cr	LLL/95
Holographic Camera	400 Cr	LLL/95
Infrared Lens Kit	200 Cr	LLL/84
Light-Enhancing Viewer	250 Cr	LLL/80
Gas or Oil Lanterns	8 Cr	LLL/99
Pocket Lantern	8 Cr	LLL/99
Aqualantern	15 Cr	LLL/93
Beltlight	12 Cr	LLL/92
Coldlight Glowsticks	1 Cr	LLL/99
Sleeping Bag	50 Cr	LLL/99
Backpack	40 Cr	LLL/99
Tent	50 Cr	LLL/99
Pressure Tent	100 Cr	LLL/92
7 Man Collapsible Shelter	350 Cr	LLL/76
Portable Power Supply	1000 Cr	LLR/75
Computerguide Electronic Map	100 Cr	LLL/80
Magnetic Compass	5 Cr	LLL/99
Filter Mask	30 Cr	LLL/99
Life Support Mask	100 Cr	LLL/95
Air Pack	100 Cr	LLL/90
Skin Diving Equipment	50 Cr	LLL/97
Scuba Tank and Regulator	200 Cr	LLL/90
Gillpak	300 Cr	LLL/83
Metal Detector	150 Cr	LLL/97
Water Purification Device	50 Cr	LLL/92
Snow Ski Set	35 Cr	LLL/99
Portable Anti-Grav Unit	125 Cr	LLL/85
A-Grav Platform	400 Cr	LLL/83
Universal Translator	12,000 Cr	LLL/91
Force Field Box	1,000 Cr	LLL/73
Rope (per 100 meter)	20 Cr	LLL/99
Saurian Brandy, Liter	30 Cr	RRR/75
Antarian Brandy, Liter	15 Cr	RRR/75
Earth Scotch, Liter	35 Cr	RRR/65
Romulan Ale, Liter	100 Cr	III/46
Spican Flame Gems	10 - 50 Cr	LLL/50
Antarian Glow Water, 25 ml	10 Cr	LLL/48

FINANCE AND INVESTMENTS

Throughout time, there have always been many ways to earn money. In this book, we have been mostly concerned with interstellar trading. There are, of course, many other ways besides trading. Among these are playing the stock market and loans. Those Merchant Princes who dislike the idea of running a hundred ships with the independent trade systems given earlier can use the large scale trade system described below.

STOCKS AND SECURITIES

If a person has some money to start with, there are many ways to put that money to work. One of the best is playing the stock market. In a relatively short amount of time, an investor can make a profit without having to also invest a large amount of personal time. The money does all the work.

In the game, the gamemaster will act as the player character's stock broker. Due to the limitations of subspace radio, the UFP Stock Exchange (UFPSE) posts their prices once a week. Transactions are usually made through an investments broker. The broker will obtain the best price in a given week, and will usually handle all the bookkeeping required. All the investor has to do is decide which stocks to trade, and turn over that amount of money to the broker.

COMPANIES AND STOCK PROFILE CODES

The gamemaster's first priority, however, is creating the companies in which the players will want to invest, and then controlling the entire stock market. This would seem to be a very large undertaking, but there are ways to simplify the job quite a bit. One of these ways is with the Corporate Stock Profiles Code (SPC).

The SPC consists of one digit, one letter, and two more digits. These stand, respectively, for the company's stability, profitability, and availability. Given this four-digit code, both the gamemaster and the players will be able to tell how good an investment any company will be.

The first number in that code represents the *Price Stability Code* for the company in question. This value goes from 1 (very stable) to 4 (very unstable). A stable stock will not vary in price very much, whereas a very unstable stock can vary wildly. One interesting side effect of the company's stability is that the more stable the company, the higher the chance that it can declare a dividend (bonus payment at the end of the year), and the larger that dividend will be.

We now know how much the stock price will change, but not which way. The second character in our Stock Profile Code gives us that information. If this letter is an 'A', the stock will rise in value more often than not. At the other end of the scale, a 'G' means that the stock will trend down a larger percentage of the time. These letter codes and the percentage chance for a price rise may be found on the *Stock Trend Table*. All the percentages listed are for the price of the stock to go up.

Die Roll	Code	Climb percentage
1	A	Up 65 percent
2	B	Up 60 percent
3 to 4	C	Up 55 percent
5 to 6	D	Up 50 percent
7 to 8	E	Up 45 percent
9	F	Up 40 percent
0	G	Up 35 percent

The last two digits in the Stock Profile Code represent the chance that the stock will be available for sale. This is a simple percentage, taken on an average across the entire Federation. If this number is high, the stock can usually be purchased from any broker. If the number is low, the stock is not easy to find. For example, an availability code of 65 would mean that the stock can be purchased 65 percent of the time. If the code is a 00, the stock is totally unavailable. This would represent a closed company, in which the stocks were not for sale on the market.

The Stock Profile Code may be generated randomly from the tables above if the gamemaster wishes, or it could be selected according to the gamemaster's impressions of the company represented. For example, if the gamemaster has created a company that is Edoan-based, and produces some well-made, high-demand item, the company would probably be very stable (Price Stability = 1). If the company's sales are strong, the price of the stock would probably be climbing a large percentage of the time (Stock Trend A or B). Finally, if the company's stock is highly prized, it will probably be hard to find (Availability = 40 percent or less). Thus, we have just created our first corporate Stock Profile Code (in this case, for Xaxxi Mechanistics Ltd., see **SAMPLE UFP CORPORATIONS**) P. 111 of 1A15.

PRICE STABILITY CODE

Die Roll	Stability Code	Percent Price Change	Percent Chance	Annual Dividend Amount
1 to 21	(Very Stable)	1D10/2	75 percent	1/10 price
3 to 52	(Moderately Stable)	1D10	50 percent	1/20 price
6 to 83	(Moderately Unstable)	3D10/2	25 percent	1/30 price
9 to 04	(Very Unstable)	2D10	None	None

If the gamemaster has no idea which direction the company will go, its profile can be generated randomly. As an example, we will create a shipbuilding firm, Amalgamated Starships. This small company builds *Mission* Class ships both for the UFP and for private sale as trade vessels. An initial die roll of 9 gives a Price Stability of 4 (Very Unstable). A second die roll (6) means that the Stock Trend will be class D (up 50 percent of the time). The final die roll, made with percentile dice, gives an Availability of 68 percent. This gives a Stock Profile Code of 4D68 for Amalgamated Starships.

WEEKLY ACTIVITY

Once the company is developed, we can begin to fill out the UFPSE Corporate Worksheet. One of these should be filled out for each company developed. In the upper right-hand corner are spaces for the company name, Stock Profile Code (SPC), and all the other information from the tables above. This information block is provided to make frequent references to these rules unnecessary.

Each week, the stock value will change. Each stock will have a different value, and some stocks will go up while others drop. One line is used per week of stock activity. The first column on the worksheet is for the date. This should be written in as a reference.

The second column is the Market Trend. This represents the general motion of the entire market, and is rolled only once per week. This number applies to all stocks. To find the Market Trend number, roll 1D10 twice. The first die roll tells whether the market is trending up or down. If the result is 5 or less, the market is up, and a plus sign should be written in the *Market Trend* space on all worksheets. If the number is 6 or more, the market is down, and a minus sign is written in on all the sheets instead. The other die roll is divided in half ($1D10/2$) and tells how much the market is up or down. This number is then written in the *Market Trend* space, next to the plus or minus sign.

The third column is the *Old Price*. If this were the second week or later, we would get this number from the previous week's New Price (see below). If this is a new stock, simply roll percentile dice and divide by 2 to find the starting price. Either way, the resulting number is written in the *Old Price* space for week 1, and represents the old price in credits per share for the stock.

The Stock Trend simply tells whether the stock is going up or down for this week. The *Trend* space in the Company Information area will tell how often the stock will trend up. This is rolled with percentile dice. If the number is below the Trend number, a plus sign is written in the *Stock Trend* column. If the number rolled is above the Trend number, a minus sign is written.

The Percent Change tells just how much the stock will go up or down this week. The die roll needed for this column is given in the company information area, and that amount is rolled. The resulting number is written in the *Percent Change* space for the week.

Next, the Total % Change must be calculated. First, put the Stock Trend sign and the Percent Change number together to form a positive or negative number. This is then added to the Market Trend number. Be sure to watch the positive and negative numbers here (a calculator can help). The total is written in the Total % Change space.

The Change in Credits is calculated by multiplying the Total % Change by the Old Price. This will give us a Change in Credits, and should be rounded off to the nearest 1/100 Cr (.01). Remember to keep the plus or minus sign from the previous column.

The final step is to add (or subtract if the change was negative) the Change in Credits to the Old Price. This gives us the New Price for the week, and completes the process for one week.

Special Circumstances

Of course, nothing is certain. This is doubly the case on the UFP Stock Exchange. Companies can go bankrupt, stocks can split, and other sudden surprises can develop. For this latter case, we have the Wild Card Table.

The Wild Card Table is consulted only if the Stock Trend roll is a 00. If this occurs, the gamemaster should roll once on the Wild Card Table and apply any results given. If anything in the SPC changes, the proper number(s) should be changed in the company information area. The Stock Trend is rolled again, and the new result recorded in the *Stock Trend* space.



WILD CARD TABLE

Die Roll	Result
00 to 09	Stock Price Dips: down 1D10 + 5%
10 to 14	Stock Price Plummet: down 3D10 + 20%
15 to 24	Stock Price Climbs: up 1D10 + 5%
25 to 29	Stock Price Leaps Forward: up 3D10 + 20%
30 to 36	Minor Change in Management: Price Stability Code +1
37 to 43	Minor Change in Management: Price Stability Code -1
44 to 48	Major Change in Management: reroll Price Stability Code
49 to 55	Minor Change in Corporate Direction: Stock Trend Code +1
56 to 62	Minor Change in Corporate Direction: Stock Trend Code -1
63 to 67	Major Change in Corporate Direction: reroll Stock Trend Code
68 to 76	New Stock Released: add 1D10 to the Availability Code
77 to 85	Stock Soaked Up: subtract 1D10 from the Availability Code
86 to 89	Stock Sales Closed: Availability Code = 00
90 to 94	Corporate Takeover Bid: All investors offered 1D10% extra
95 to 99	Roll twice (ignore if rolled again)

If the stock price drops to 5 Cr or less, the company is in severe financial trouble. At this point, the SPC of the company is rerolled. Do this any time the stock price dips below 5 Cr, even if the price climbed above 5 Cr one week and dropped back again. If the price drops below 0 Cr, the company is bankrupt, and all stock is worthless. The company is out of business, and any players with stock in that company will have nothing for their troubles.

Whenever the stock is above 50 Cr, there is a chance that the stock will *split*. A split means that the price of the stock is cut in half, and all shareholders are given an extra number of shares equal to the number they already own.

There is also a possibility that if the company is doing well, they will declare a bonus dividend to all their stockholders. This can only occur if the price of the stock is above 100 Cr. If a bonus is declared, a bonus of one-tenth the value of the stock will be paid per share to each stockholder. Thus, if the price of the stock is 150 Cr, a bonus of 15 Cr per share would be paid. If a bonus is paid, the game-master should not pay another for a period of six months.

Both the percentage chance for a stock split and a bonus payment can be found in the Split and Bonus Table. Each number is the percentage chance that either a split or bonus will occur.

SPLIT AND BONUS TABLE

Stock Price	Roll for Dividend	Roll to Split
0.01 to 49.99 Cr	None	None
50.00 to 99.99 Cr	None	01 to 10
100.00 to 119.99 Cr	01	02 to 21
120.00 to 139.99 Cr	01 to 02	03 to 32
140.00 to 159.99 Cr	01 to 04	05 to 44
160.00 to 179.99 Cr	01 to 08	09 to 58
180.00 Cr and up	01 to 16	17 to 76

Weekly Activity Example

To illustrate how the price of a company's stock changes, we will continue with the previously created Amalgamated Starship, abbreviated as AmStshp. Remember that AmStshp has an SPC of 4D68.

The first job is to fill out the top corner of the corporate worksheet. First, the company name and SPC are written into their appropriate places. Then, we look up the Percent Change in the Price Stability Table. Amalgamated has a stability code of 4, which means that the Percent Change of 2D10 is written in. The Dividend % Chance and Amount can also be found on that table, and so we will look them up as well. A stability of 4 gives no chance for a dividend; we write "none" in each of those spaces. The letter in our code gives us the Trend D. Looking up D on the Stock Trend Table, we find that our stock will be up 50 percent of the time. We write "up 50%" in the *Trend* space. The last item is Availability. All we have to do is write the last two numbers from the SPC here (in this case 68%) in the Availability space.

To find the Market Trend, we roll two dice and get a 7 and a 5. The first roll, the direction, is in the 6 to 0 range, and so the market is trending downward this week. The second roll, the amount, is divided by two (round down) to give us a trend amount of 2 ($5/2 = 2.5$, rounded down to 2). Because the trend is downward, we write -2 in the Market Trend space for Week 1.

Now we need an Old Price for the week. This is a new stock, so we will roll percentile dice (roll = 67) and divide by 2 for an Old Price of 33.5 Credits ($67 / 2 = 33.5$). We write 33.50 in the *Old Price* space.

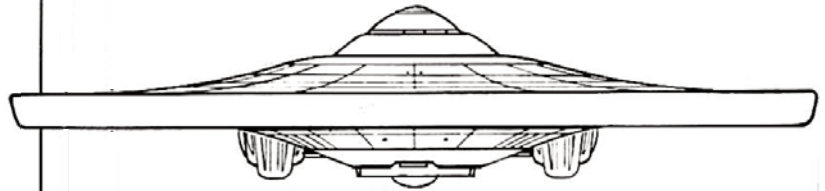
Amalgamated has a Trend number of "up 50%". We roll percentile dice (result is 41) and find that the number is below 50. Write a plus sign in the space for the Stock Trend.

In the company information area, we find that Amalgamated has a Percent Change of 2D10. As our rolls are a 6 and a 7, we add the numbers and write a 13 in the Percent Change space.

Now we can calculate the Total % Change for Amalgamated. We put the Trend sign and the Percent Change together to get a +13. Because the market is trending down (-2), the Total % Change is +11% (-2 and +13 added together equal +11). We write +11 in the Total % Change space.

Amalgamated had an Old Price of 33.50 Cr. We multiply that number by the Percent Change of 11%, giving us a Change in Credits of 3.69 Cr ($33.50 \times +0.11$), we will write +3.69 in the Change in Credits space.

Our New Price is found by adding the Change in Credits (+3.69) to the Old Price (33.50), for a total of 37.19 Cr. This is written in the New Price space, and will be transferred down to the Old Price space for the next week.



PLAYING THE MARKET

Before investing in the market, the player will need to know how much money he has to spend. This may either be a given amount decided upon by the gamemaster, or may be determined from the character's wages and savings over the years. This amount is deposited with a stockbroker, and is used to buy any stocks the player wants, as well as paying any brokerage fees. This number is written in the space directly under the word *Balance* on the *Investment Record Sheet*.

STOCK AVAILABILITY ROLL

Once a Corporate Worksheet has been filled out for each company for that week, the players may begin buying and selling stocks and bonds. When the player has decided which stock to purchase, he must make a saving roll against the Stock Availability Code. The Stock Availability Code may be modified by the items in the following table, if ST:RPG2 or trader characters are being used.

STOCK AVAILABILITY CODE MODIFIERS	
Purchase is 1000 shares or more	+5
Luc 70 or more	+10
Luc 60 to 69	+5
Luc 40 or less	-5
Trade and Commerce 30 or more	+5

BUYING THE STOCK

If the saving roll is successful, the player has found the stock he wanted. The column headed *Date* should be filled in with the game date that the character is buying the stock. The name of the company's stock that is being purchased is written into the column labeled *Stock Name*, and the column labeled *Buy* should be checked. The *Sell* column is left empty.

The player should write the number of shares he wishes to purchase in the column labeled *Number of Shares*. The gamemaster can give the player the current *Price Per Share* from the Corporate Stock Worksheet (the *New Price* column). These two numbers are multiplied by each other to find the *Total Transacted*.

The gamemaster should now decide how much of a brokerage fee he will charge. This may be either 1 or 2 percent, and can be either rolled or simply decided. Once he has decided on a fee, it will not change unless the players decide to use a new broker. Multiply the brokerage fee by the *Total Invested*, and write that amount into the column labeled *Total With Fee*. This amount is subtracted from the character's balance, and the new amount is written into the column labeled *Balance*.

BUYING ON MARGIN

If the character's credit is good enough (gamemaster's decision), he may be able to purchase some of his stocks on *Margin*. In other words, the investor is buying the stocks on credit. There are limits, because the UFP has rules against relying on credit to buy stocks and securities. These rules date back to the early 1900s, old dating, in the United States. An investor must have the funds to pay for at least 60 percent of his purchases. The other 40 percent may be borrowed, but the investor will have to pay interest on the amount borrowed. This will usually amount to 0.5 percent of the amount borrowed per week.

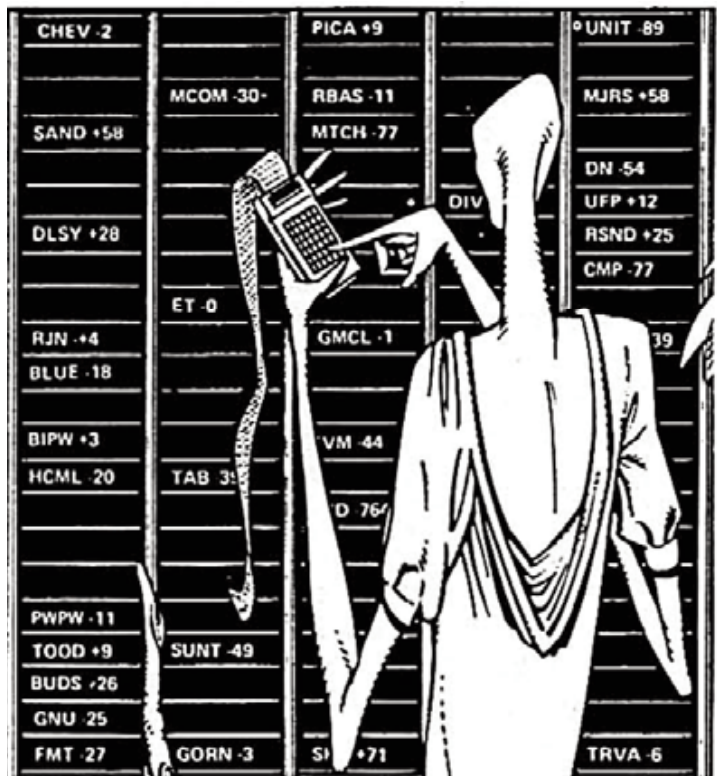
The percentage margin is written into the *Buy* column, rather than just checking it. Any amount up to the 40 percent maximum may be borrowed. The percentage borrowed is multiplied by the *Total Transacted* (margin cannot be used to pay the brokerage fees), and the result written into the *Amount On Margin* column. The broker's fee is still based on the full amount transacted, whereas the amount borrowed is based on the value of the stocks transacted.

Unlike most other loans, there is no term. The amount borrowed will not have to be repaid until the stocks are sold. At that time, the amount borrowed, plus the interest, is removed from the proceeds, and the remainder is given to the investor. The investor can also sell just enough stock to completely pay off the margin, and retain the rest for later sale. An investor's third option is to pay off the margin in cash. The margin *must* be paid off by the time of sale, however.

SELLING STOCK

When a stock is sold, the procedure is reversed. The *Sell* column would be checked instead of the *Buy* column, and an investor can *always* sell the stocks, no matter what the Availability Code. The amount written in the *Total Transacted* column would have a plus sign with it. Calculate the Brokerage fee as before (1 or 2 percent) and subtract that from the *Total Transacted* to find the *Total With Fee*. That amount would be added to the previous balance to find the current *Balance*.

If the stocks being sold were purchased on margin, the amount of interest charged is written into the *Sell* column rather than just checking it. That amount is calculated by multiplying the *Amount on Margin* by .005, and multiplying the result by the number of weeks that the stocks were held. Subtract this amount and the *Amount on Margin* from the *Total Transacted*, and then subtract the broker's fee, to get the *Total With Fee*. Again, this is added to the old balance to get the new *Balance*.



Assume our character wants to buy 100 shares of Amalgamated Starship at 37.19 Cr per share (see previous example). We have 6000 Cr on deposit. First, we must find out if the stock is available. We have no modifiers to the roll, so we must roll 68 or less to buy the stock. A roll of 27 assures us our 100 shares. On our sheet, we write the date, "Amalgamated Starships" in the *Stock Name*, check the *Buy* column, and write 100 in the *Number of Shares* column. Enter 37.19 in the *Price Per Share* space, and our Total Transacted is 3719 Cr (100 x 37.19).

Our broker now gets his cut. The gamemaster decides to be generous and only charge a 1 percent brokerage fee. 1 percent of 3719 Cr is 37.19 Cr, which is added to the total transacted (3756.19 Cr). Because we are buying these shares, we write a -3756.19 into the column labeled *Total With Fee*. Subtracting 3756.19 from the previous balance of 6000 Cr, we have a new account balance of 2243.81 Cr. This new balance is written into the *Balance* space.

If we had purchased our 100 shares of Amalgamated Starships on 10 percent margin, we would write the percent margin (10) in the *Buy* column rather than just checking it. Then, the Total price would only be 3347.10 rather than 3719.00 (3719 x 10% = 371.90, 3719 + 371.90 = 3347.10). The broker's fee is still based on the full price of the stocks transacted, regardless of the amount of margin used. We would then write 371.90 in the *Amount On Margin* column. The balance remaining here would be 2615.71 (3719.00 - 371.90 on margin - 37.19 broker's fee).

Let us now assume that we have held our 100 shares of Amalgamated Starships for five weeks. At the end of that time, the price per share has climbed to 62.43 Cr. We would again write the Amalgamated Starships in the *Name* column. This time, we check the column labeled *Sell*. We have decided to sell all 100 shares, and so we write 100 in the *Number Of Shares* column. 62.43 is written into the *Price Per Share* column.

Again, the Total Transacted is determined by multiplying the number of shares by the price per share. That amount (6243.00) is written into the proper space. Again, we subtract the broker's fee of 62.43 Cr (6243.00 times .01 equals 62.43) from the Total Transacted for a Total with Fee of +6180.57 Cr. This is added to our balance of 2243.81 for a new balance of 8424.38 Cr, or a profit of 2424.38 Cr in five weeks.

If we had purchased that stock on a 10 percent margin, we would have to calculate the amount of interest that we owe. That interest is .5 percent of the amount borrowed, which was 371.90 Cr per week. At the end five weeks, the interest that we owe is only 9.3 Cr (371.90 x .005 = 1.86 Cr per month held; 1.86 times 5 weeks equals 9.30 Cr) We write 9.30 in the *Sell* column rather than just checking it, and then subtract 381.20 Cr (371.90 + 9.30 = 381.20) from the Total with Fee, or 5799.37 Cr. This would be added to the balance of 2615.71 for a new balance of 8415.08, or a total profit of 2415.08 Credits in five weeks. Obviously, when buying on margin, the amount of profit is reduced somewhat, but one must remember that we had an extra 371.90 Cr that *could* have been invested elsewhere at the time.

BONDS

As can be seen, the major problem with playing the stock market is that it is not a sure thing. Playing the stock market is, quite simply, a gamble. There are investments that are more of a sure thing. The investor can receive a safe return on his money by purchasing bonds.

Bonds are purchased and sold the same way as stocks, but the sale price is fixed. Usually they are available in increments of 100 Credits, with the larger denominations bringing a higher return on the investment. For example, a 100 Cr bond may only return 5 percent interest, whereas a 10,000 Cr bond may return as much as 15 percent. Some guidelines for setting interest rate can be found in the Bond Return Table below.

BOND RETURN TABLE		
Amount Invested	Rate Available	Early Withdrawal Penalty
100 to 900 Cr	3 to 7%	-2%
1000 to 9900 Cr	8 to 12%	-4%
10,000 Cr and up	13 to 18%	-6%

With bonds, the term is usually long; they must usually be held for about five years. If, for example, a 10,000 Cr bond is purchased with a 15 percent return, and it is held for its full term (five years), the full price will be paid (11,500 Cr). If the bond is held longer than its term, additional interest is paid, equalling the return divided by the term (in this case, 15% / 5, or an additional 3% per year).

PENALTY FOR EARLY WITHDRAWAL

If the bond is cashed in before its full term, the interest will be smaller by an appropriate amount. The amount of interest reduction will depend upon the amount of time the bond was held. The amount deducted may be found in the Bond Return Table. In our example above, 6 percent is subtracted from the total of 15 percent. The resulting percentage (9 percent) is divided by the term, to find out how much interest is paid per year. In this example, the interest per year is 1.8 percent. Thus, holding the 10,000 Credit bond for one year will only yield 180 Cr profit, rather than the 300 Cr per year profit that would have been received for the full term.

BROKERAGE FEE

When a bond is purchased or sold, the broker receives a fee as usual, but the organization selling the bonds pays him instead. This is done to make bonds more attractive to prospective buyers.

RECORDING TRANSACTIONS

A bond is listed on the Investment Records by its full interest and its term. Thus, for the above example, we would write "Bond 15/5" in the *Stock Name* column. As bonds have no shares, the *Number Of Shares* is left blank, and the full amount of the bond is written in both the *Price Per Share* and the *Total Transacted* columns. Because the brokerage fee is paid, the *Total With Fee* is the same as the *Total Transacted* column. The same is written in when the bond is sold, except that the Total Transacted is the amount of the bond *plus* its interest. Again, no brokerage fee is charged. Bonds may not be purchased on Margin.

SAMPLE UFP CORPORATIONS

There are a large number of companies in the Federation that have stock on the UFPSE. The following is not intended as a complete list, however, but rather as a starting point. The gamemaster is encouraged to create as many other corporations as he wishes.

Bio/Genetic Research Inc. (2B32)

This corporation is responsible for some of the most important advances in recombinant DNA research. They are seriously challenged in the market for the first time in years, but are still a reliable offering. The stock is popular, and hence often unavailable.

Chiokis Starship Construction (1B19)

Headquartered on Andor, this company is one of the many subcontractors of the "saucer hull" starships, most notably the *Loknar* Class Frigate.

Ggramphud Histo-Cryogenics (3C36)

The Tellarites are among the most advanced in cellular medicine, and this company is one of the leaders in the field. Their research into the use of cryothermic (super-cold) treatments is financed largely by their pharmaceuticals division.

Multiplanet Metals, Inc. (2D72)

Multiplanet Metals is a relatively new offering, but one with fair stability. The firm is involved in production of unusual alloys that can only be created in zero-G conditions.

New Amsterdam Gravitics Co. (1D64)

This solid, old-line firm was established on one of the oldest Earth colonies in the days before the founding of the UFP. They are makers of 68 percent of the gravity control devices used by Star Fleet. Of late, they seem less prone to create useful R&D advances, and their stock does not rise as fast as it once did. Long-time shareholders are beginning to turn loose of some of their holdings, in favor of more meteoric speculations.

Rantura Shipping Lines (4C28)

A relatively small Deneva-based shipping line, Rantura suffered a major corporate setback when most of the corporate officers were infected by flying parasites.

Shuvinaaljis Warp Technologies, Inc (1D50)

What Chiokis is to the starship, Shuvinaaljis is to warp engines. This Vulcan-based corporation has long manufactured a large percentage of the larger warp nacelles, including those for the *Constitution* Class starship.

Tachyon Micromechanics, Ltd. (2E80)

Tachyon shares are currently on decline (and often traded), thanks to leaks to the financial press about certain disastrous research and development failures. The firm manufactures transporter systems, with several Star Fleet contracts. They also are manufacturers of other precision controls systems, and have many plants on Edoan colony worlds. TM's home office is on Arcturus.

Wilson Energies Ltd. (2C29)

This is the company that invented (and patented) the phaser. A major manufacturer of these multi-talented weapons, Wilson Energies is based in Great Britain on Terra with facilities all over the Federation.

Xaxxi Mechanistics, Ltd. (1A15)

This Edoan company is the maker of some of the finest industrial robots and industrial machinery. They can build nearly anything (within reason) quickly, efficiently, and inexpensively, with the highest reliability in the Federation. Xaxxi is a major rival of Tachyon Micromechanics.

LARGE-SCALE FLEET OPERATIONS

Characters who are Merchant Princes with fleets of trade ships may want a quick system to determine the income from these ships without actually going through the tedious methods outlined in the section **Judging Trade**. It may also be used by players wishing to see how much cash they can earn in a given time period with given resources. The system given here is designed with these two goals in mind, and is not intended to replace the system for judging individual traders.

Each ship owned should be, at least, named and the class decided. This helps to give the impression that the players are dealing with real ships, and not just a bunch of numbers. The amount of detail the players wish to put in will depend entirely upon them. The players should also know the cargo capacity (in SCUs) of each ship owned.

Unless the skill levels of the major crew members of each ship are generated, each ship will need a *Crew Efficiency Rating*. This value can be used in place of most rolls that would normally be made against a particular skill rating. It requires a simple percentile roll, and can be the same one used in the **STAR TREK Starship Combat Simulator**.

Two die rolls per month will have to be made in order to simulate the performance and income for each ship. The first roll is the Hazard Roll, and the second is the Profit Roll.

MAKING THE HAZARD ROLL

The Hazard Roll is a percentile saving roll against either the Captain's *luc* score, if known, or against the Crew Efficiency Rating, modified by the factors given in the table below. To make the Hazard Roll, determine the *luc* Score or the Crew Efficiency Rating; apply any modifiers from the table, and roll the dice. If the Hazard Roll is less than or equal to the modified score or rating, it is successful, and the ship encounters no difficulties during that month.

HAZARD ROLL MODIFIERS

Ship operating within Original Federation Boundaries	+10
Ship operating anywhere within Federation	+20
Ship operating near Klingon or Romulan borders	-10
Ship operating within Triangle	-5
Ship in good repair (confidence factor 80+)	+20

If the Hazard Roll is *not* successful, the ship has encountered some difficulties. These may be serious, or they may be trivial. If the roll failed by less than 10 points, the crew had a problem with the cargo, and there will be a -5 modifier when making the Profit Roll (see below). If the die roll failed by 11 to 25 points there is actually damage to the ship and the cargo. There will be a +10 modifier to the Profit Roll, and the ship will require 2D10 Cr per ton repairs. If the repairs are not made, and the ship has a Confidence Factor, subtract the repair die roll from the Confidence Factor. If the Hazard roll was missed by more than 25 points, the ship is lost completely. Whether or not the crew escaped is up to the gamemaster, but the ship is a total loss.

MAKING THE PROFIT ROLL

The Profit Roll is made in exactly the same way as the Hazard roll, except that the roll is made against the Captain's rating in *Trade and Commerce* instead of against his *luc* score. As before, if the captain's *Trade and Commerce* Skill Rating is not known, the roll will be made against the Crew Efficiency Rating.

No modifiers except the Hazard failure modifier are needed. If the Hazard Roll was a failure, and damage to the ship occurred, then subtract 5 percent from the skill rating before making the roll.

If the Profit Roll *exactly* matches the target, the ship broke even that month. If the roll was *lower* than the target, a profit was made. To find out how much profit was earned, first determine the *difference* between the die roll and the target. Multiply this by the cargo capacity of the ship in SCUs. The resulting number is the profit in Credits that the ship earned.

If the roll was *higher* than the target, the ship *lost* money. Again, multiply the difference by the cargo capacity of the ship to determine the loss in Credits.

If a loss is indicated, the amount of money should be forwarded to the ship immediately. Until the ship can pay the loss, it will not be able to leave port. If ship losses are not paid within six months, the ship is confiscated to pay its bills. It will then be permanently unavailable.

For example, let us define an *Argon* class ship, the *Rare Earth*. It weighs 15,000 metric tons, and has a cargo capacity of 7200 SCUs. The Crew Efficiency Rating is rolled at 78, and the ship's Confidence Factor is 82. The ship is operating within the Triangle and near the Klingon Border. Thus, a modifier of -15 will be applied to the Crew Efficiency Rating before making the Hazard Roll. Our player rolls a 31. As our crew's rating is 78, modified to 63, we easily avoided trouble this month.

We then roll a 44 (no modifier) for the Profit Roll. Since our roll was less than the Crew Efficiency Rating, we made a profit of 34 Cr (78 - 44) per SCU, or 244,800 Cr, this month.

The following month we were not so lucky. Although we still succeeded with our Hazard Roll, we missed with the Profit Roll (87). Subtracting 78 from 87, we find that we have a loss of 9 Cr per SCU, or 64,800 Cr.

In our third month with the *Rare Earth*, disaster strikes! A hazard roll of 72 is more than the modified Crew Efficiency Rating of 63. This means that we had some damage to our cargo. (The difference is less than 10.) This will give us a modifier to the Profit Roll. With a roll of 66 against a modified Crew Efficiency Rating of 73 (78 - 5 for the hazard = 73), we luckily still made a profit of 86,400 Cr (78 - 66 = 12, 12 x 7200 = 86,400). If our cargo had not been damaged, we would have earned 122,400 Cr, or 36,000 Cr more.

RAISING THE CREW EFFICIENCY RATING

The higher the Crew Efficiency Rating, the higher the profits. The efficiency rating can be altered in two ways. If a month's trade run is very successful, the rating can improve if the ship makes more than 20 Cr per SCU profit. Make a reverse saving roll to determine whether the rating improves. As with any skill, if the roll is successful (higher than the rating tested), that rating will increase by one point.

The other option is to fire the Captain and make crew changes. This is more radical, but can be more effective than allowing the crew to get better by themselves. If the captain of a vessel is fired, the ship will not be able to make any trade runs, and will automatically *lose* money. Roll 1D10 and multiply the result by the cargo capacity of the ship to find out just how much was lost. To replace the Captain, the player may roll three sets of percentile numbers. He may then select one of those three numbers as the new Crew Efficiency Rating.

USE IN CAMPAIGNS

Of course, the gamemaster can mix this system with the detailed system as much as he wishes. For example, the Merchant Princes may want to buy and sell the cargos on individual planets, only using the Hazard Roll to simulate the actual space flight. Any alterations to the system are up to the gamemaster and the players. To avoid later arguments, however, all parties involved should decide in advance on what rules will be used.

LOANS AND FINANCIAL SPECULATION

Loans and financial speculation are the final profit-making methods presented here. This does not here refer to lending 10 Cr to a friend, for example, but rather to loans of hundreds of thousands of Cr to other traders for a profit. In many ways, this is similar to investing one's money in the stock market, but the payback returns in smaller increments over time, rather than in one lump sum at the end of the investment period.

Player characters will need rather large amounts of cash before they can begin using this method, however. In fact, the entire group of player characters may want to pool their money and make a loan to another group of traders. Most tend to think of it as using their money to keep the art of trading alive and thriving.

LOCATING BORROWERS

The methods of locating people who wish to borrow money are not difficult to master. The characters may advertise at starports or register themselves at any UFP/ITA office. If the characters are members of the UFP/ITA, no other license fees are required. Otherwise, an annual license fee of 1000 Cr will be required in order to make interest-bearing loans.

Within five days of advertising (1D10 divided by 2), the lending character will have from one to ten loan applicants. The gamemaster should assign a percentile number to each of the applicants to represent their risk factor. A higher number will represent a good risk, whereas a low number is a bad risk. After spending some time, the characters will build a fairly decent picture of the risk factor of their applicants.

Determining Risk

For each applicant, the gamemaster should determine the apparent risk based upon the actual risk. To do this, he rolls 1D10. The die roll is multiplied by 5, to determine the amount of difference. For example, if the roll is 8, the apparent risk is 40 percent different from the actual risk. If the actual risk is 50 or higher, the number rolled would be subtracted from the actual risk, whereas it would be added to an actual risk below 50 percent.

As time goes on, and more data on the applicants is collected, their apparent risks will move toward the actual risks. The players should tell the gamemaster how many days they will check out their applicants, and the gamemaster will determine the apparent risk at the end of that time. For each day that the characters check, the apparent risk will change by 1D10. Thus if the actual risk is 74 and the initial apparent risk is 34, and the characters check the applicant for five days, the gamemaster would roll 5D10, and add that to the apparent risk. In this example, the gamemaster rolls 4, 5, 5, 5, and 1, for a total of 20 percent. The 20 percent is added to the initial apparent risk of 34, for a new apparent risk of 54 percent. The gamemaster would tell this number to the players, as well as the new apparent risks of all the other applicants, which are rolled separately. Neither the initial apparent risk nor the actual risk should be told to the players.

MAKING THE LOAN

Given the apparent risks for each of the applicants, the players can then choose to which applicant they will give the loan.

Determining Interest

The next step is deciding how much interest they will charge. The characters can, of course, use the interest rates given in the section entitled **Financing Ships And Making The Purchase**, but few applicants will want to pay the same rate to the players if they can get a loan from a bank. This means that either the characters can charge less interest to the better credit risks, or they can charge more interest to the people who cannot get loans from banks. The latter is getting perilously close to loan sharking, however, and the Federation looks upon that practice very harshly.

Collecting Payments

Once the interest rate has been set and the loan accepted, the characters simply give the amount of money borrowed to the successful applicant, and begin collecting their monthly payments. Each payment is set by multiplying the amount borrowed by the interest rate, and then dividing by the number of months that the loan will require to be paid back. Loaning 100,000 Cr for five years at 10 percent interest will net 10,000 Cr profit over those ten years. Each year has twelve months, and so a five-year loan will require sixty payments. Each payment will be the total (110,000 Cr) divided by 60, or 1833 Cr per month.

DEFAULTS AND DELINQUENTS

There is, of course, a chance that the money loaned out will either be paid back late or never seen again.

Determining Chance Of Default

The chance that a loan will be defaulted each month is determined from the actual risk factor that was generated earlier. This chance will also be modified by the length of time that is required to pay back the loan, and the amount of the loan. These modifiers may be found in the Loan Default Table below.

LOAN DEFAULT TABLE	
Risk Factor	Percentage Risk
<i>For Actual Risk Amount:</i>	
Actual risk 91 to 100%	0%
Actual risk 81 to 90%	+1%
Actual risk 71 to 80%	+2%
Actual risk 61 to 70%	+3%
Actual risk 51 to 60%	+4%
Actual risk 41 to 50%	+5%
Actual risk 31 to 40%	+6%
Actual risk 21 to 30%	+7%
Actual risk 11 to 20%	+8%
Actual risk 1 to 10%	+9%
<i>For Percentage Of Loan Repaid:</i>	
Less than 10%	+4%
10% to 24%	+2%
25% to 49%	+1%
50% to 80%	0%
More than 80%	-1%
<i>For Amount Of Credits To Be Repaid</i>	
Over 10,000,000 Cr	+4%
1,000,001 to 10,000,000 Cr	+2%
100,001 to 1,000,000 Cr	+1%
10,001 to 100,000 Cr	0%
10,000 Cr or less	-2%

The total of all risk factors will tell give the chance that the applicant will miss one payment. Divide that number by 2 to find the chance that the applicant will default on the loan totally. For example, a character whose risk factor is 74, and is borrowing 1,000,000 Cr for five years will start out with a 8 percent chance of missing one payment, and a 4 percent chance of defaulting completely. After 2 1/2 years, the character will only have a 3 percent chance of missing a payment, and a 1 percent chance of defaulting.

Determining Defaults

The gamemaster will roll percentile dice each month to see whether or not the payment is made. If the roll is less than the missed payment percentage, the payment may be missed. If less than the default number is rolled, the character disappears completely. No matter what the final percentages, however, a roll of 01 means that the loan is defaulted.

Double Payments

If the gamemaster rolls a 00, the borrower pays back a double payment. In such cases, the borrower will continue with normal payments the following month.

Dealing With Delinquents

If a payment is missed, the player characters will probably want to have a talk with the borrower. At that point, the gamemaster will roll another percentile roll. If the roll is less than the borrower's risk factor, he will pay double the amount required the next month in order to get caught up with his payments. If the roll is higher, he will try to negotiate an extension with the player characters, and will resume normal payments the following month.

Dealing With Deadbeats

If the borrower defaults on the loan entirely, it is up to the players to decide on a course of action. This could lead to many adventures with the players trying to track down the deadbeat while he stays one step ahead of them. The borrower could also default on his loan, and turn pirate. In such cases, the characters might even win a bounty for capturing him, in addition to confiscating his ship for non-payment of debts.

Selling The Note

Of course, the opposite situation could develop and the players suddenly find themselves in need of quick cash. In such case, the characters will usually sell the note to a bank or another investor, who would pay them a percentage of what the loan was still worth, and assume responsibility for the loan.

The usual payment will amount to 50 to 75 percent of the remaining balance due. The larger the debt, the smaller such a payment will be. To find the actual percentage paid, the gamemaster should calculate the risk factors from the Loan Default Table above, and subtract the resulting number from 75 percent, possibly altering the result by 1d10 as well (the latter is optional).

Thus, in the above example (8 percent of missing a payment), the characters could sell the note for 75 minus 8, or 67 percent of the remaining balance due. If the gamemaster so wishes, he may add or subtract 1D10 (which can again be rolled or decided) to the 67 percent, giving a possible range of 57 to 77 percent of the balance due.

Obtaining a Cargo

- I. Shipping-for-hire
 - A. Locate the cargo (5D10 percent for specific type; otherwise 5D10 + 30 percent)
 1. From Patron
 2. By Advertising
 - a. Seller-placed ad
 - b. Shipper-placed ad (+10 percent chance)
 3. ITA dispatch office; non-member cost (1D10/2 percent of cargo value)
 - B. Draw up contract
 1. Calculate value of cargo space
 2. Agree on fees and penalties
 - C. Load cargo (1D10 / 2 Cr per 1000 SCU)
- II. Speculation
 - A. Locate the cargo
 1. Direct from manufacturer; 50 percent chance, apply modifiers
 2. From trade broker; apply modifiers
 - a. 90 percent at Large spaceport
 - b. 70 percent at Medium spaceport
 - c. 50 percent at Small spaceport
 - d. 20 percent at Primitive spaceport
 - B. Buy the cargo
 1. Determine the PTP rating for that cargo type
 2. Calculate purchase price
 - a. Attempt Skill Roll against *Trade and Commerce* rating if desired
 - 1) If successful, lower trade multiplier for cargo type
 - 2) If unsuccessful, raise trade multiplier for cargo type
 - b. Find Base Price for chosen cargo type
 - c. Multiply Base Price by adjusted trade multiplier to determine sale price
 3. Purchase the cargo at the price negotiated.
 - C. Load the cargo (1D10 / 2 Cr per 1000 SCU)

Cargo Disposal

- I. Shipping-for-hire
 - A. Cargo Delivery
 1. Cargo inspection
 2. Cargo offloaded (1D10 / 2 Cr per 1000 SCU)
 - B. Contract Settled
 1. Penalties assessed
 2. Shipping charges paid to trader
- II. Speculation
 - A. Locate a buyer; calculate die roll modifiers
 1. Trade Broker; 100 percent chance at any spaceport
 2. Wholesaler; 80 percent chance
 3. Retailer; 50 percent chance
 4. End-User; 20 percent chance
 - B. Decide on attempt to raise profits
 1. To affect the sale price
 - a. If successful, raise trade multiplier one level
 - b. If unsuccessful, drop trade multiplier one level
 2. To affect the consumption rate
 - a. If successful, raise Population Rating multiplier one level
 - b. If unsuccessful, drop Population Rating multiplier one level
 - C. Fixing a top sale price for cargo
 1. Determine adjusted trade multiplier for cargo type
 2. Check Base Price for cargo type
 3. Multiply base price by adjusted trade multiplier
 - D. Fixing demand for cargo (Product Consumption Rate)
 1. Determine Base Consumption Rate for cargo type
 2. Determine adjusted Population Rating multiplier
 3. Multiply Base Consumption Rate by adjusted Population Rating multiplier
 - E. Calculate the total sale price for any cargo sold
 1. Multiply cargo price by Product Consumption Rate for first lot of cargo
 2. Add amount to total
 3. Reduce price one level
 4. Repeat steps 1 through 3 until all cargo sold or until consumption rate satisfied
 - F. Multiply total sale by purchaser level
 1. If trade broker, total times 50 percent
 2. If wholesaler, total times 75 percent
 3. If retailer, total times 90 percent
 4. If consumer, unmodified total price

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With thanks for their now-historic and successful efforts.

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Book 6

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